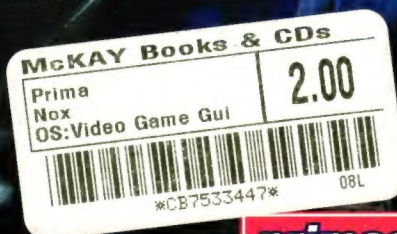


MISSION MAPS



Westwood
STUDIOS



Greg Kramer

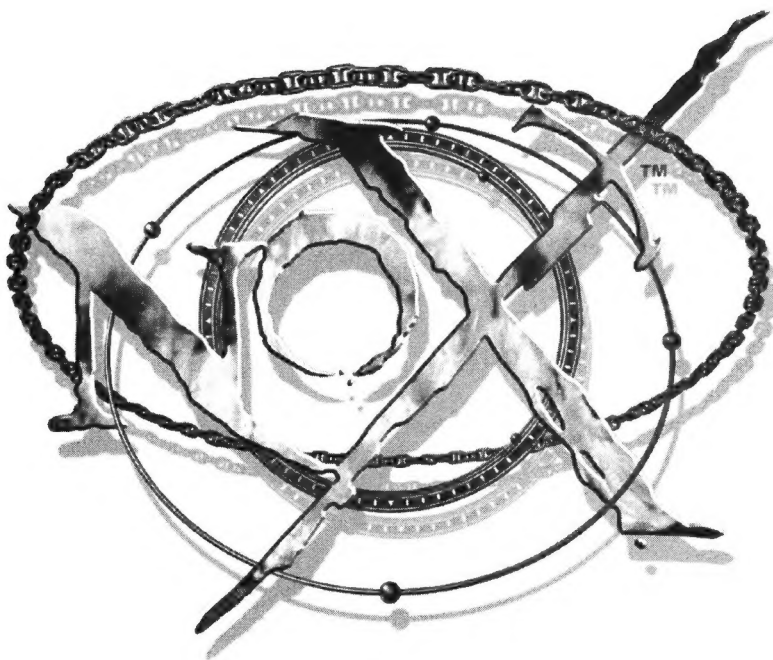
primagames.com

Nox cheat codes

Press to pull down the console screen during gameplay, then type "Racoiaws" to enable cheat mode. After cheat is enabled, type in the following:

cheat ability - Reset User Abilities
cheat goto {waypoint | x y} - Just to Named Waypoint
cheat health - Refill Health
cheat mana - Refill Mana
cheat level # - Set Play to Given Level #
cheat spells - Set All SPells to Given Level
cheat gold # - Adds Gold to Character
help cheat - List All Cheats
set god - God Mode & Unlimited Mana

*Patched to version 1.1 on 4/20
(NoxEng11.exe)*



PRIMA'S OFFICIAL STRATEGY GUIDE

GREG KRAMER

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To Adam

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CHAPTER I

BUILDING THE PERFECT JACK

You wouldn't look at Jack and see a hero. Not planted in front of the TV in his cluttered trailer, empty snack food bags on the coffee table. No, your first thought would not be "hero." So, not to put too much pressure on you as you look at this humble fellow, but it's your job to turn him into the kind of guy that can save the world. Can you handle it?



Fig. 1-1. Jack and his favorite pastime.

JACK'S JOB

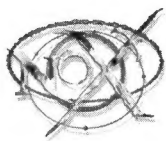
Jack has never been accused of having any class (nice guy though he is) but he now has his choice of three. As the reluctant savior of Nox, he must choose to assume the form of either a Warrior, Conjurer, or Wizard.

Your choice here is more than a preferred method



Fig. 1-2. Choose your path.





of playing the exact same game (yawn!). By choosing a class, you embark upon a distinct path with its own Levels (most of them unique to that class), monster combinations, items, quests, secrets, and puzzles. Even when a level is geographically identical for all three classes, rest assured your Experience will be different dependant on your choice of class.

Of course, you'll want to take Jack down each path at some point, but for now, select the one that appeals to you most. Here's some food for thought to help you choose.

WARRIORS

The Warrior path begins in the mountains near Dun Mir and will take you into a massive struggle of pure might and skill. The Warrior class in Nox is a proud and brave group, almost completely swearing off the lure of magic in favor of total mastery of weapons and armor. They use all weapons with expertise (except Bows, which require too artful a touch for these burly men). If that weapon or armor just *happens* to be enchanted by magic, or bestowed with

special powers or protections, well, that's OK. Warriors aren't *so* proud that they'll turn down any blade or plate even if it has been touched by some wimpy magic.

Warriors are primarily face-to-face fighters, but do have ranged attacks in the form of Shuriken and Chackrum. Every Warrior eventually learns the five skills that make the Fire Knights the fearsome force they are. These skills give the Warrior increased power and help him counteract the craven trickery of the magical classes.

For a quest drenched in blood and cut with steel, let Jack become a Warrior.

CONJURERS

The woods near the Village of Ix are the best place, the Airship Captain says, to drop you off if you wish to become a Conjuror. This class of magical fighters is a versatile breed, recognizing the utility of armor and projectile weapons while remaining dedicated to the magic that arises from the very force of nature.

Leather Armor and Bows are just fine with the Conjuror, but that is all the weaponry he needs. Given the dedication required to master these graceful weapons and the limitations inherent in wearing armor, the Conjurers do not have a totally developed capacity for Mana. They may not have the awesome power of the Wizards or the physical attributes of the Warriors, but they make up for it in many ways.

Conjurers do sport a varied and powerful array of spells. From the mighty Fist of Vengeance to the tougher-than-it-sounds Pixie Swarm, the Conjuror's magical bag of tricks is



Fig. 1-3. The Warrior Path.





quite full. They can also create creatures called Bombers, small monsters that can be enchanted with up to three spells and sent out to hunt for victims. When the Bomber finds a victim, it detonates, launching the spells in a lethal combination.

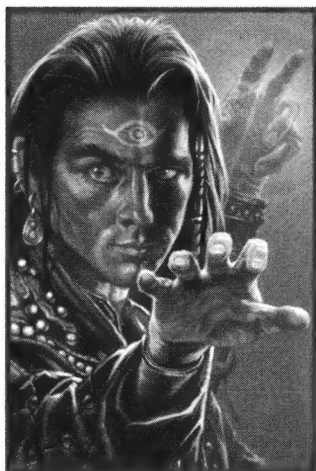


Fig. 1-4. The Conjurer Path.

The Conjuring class completes its standing as the most varied class with its ability to charm and summon most of the beasts and monsters of Nox. The young Conjurer quickly learns to turn an attacking creature into a blindly loyal servant that will give its life to serve the Conjurer. As he gains Experience and power, the Conjurer will be able to create such creatures out of thin air, a process called Summoning.

If you want the thrill of casting a spell or two and the power of learning the arts of archery and the mastery of nature, then Jack's path leads clearly to the Conjurer.

WIZARDS

To become a Wizard, you must start in their hometown of Galava. Once there, you will quickly become enthralled by the raw, expansive power of total magic. Despite the Wizards' reputation as a stubborn and haughty class, there's no denying the dominance of a master spell caster.

Wizards are forbidden to wear any armor or wield any weapons (other than wooden or magical Staves). Their bodies must be free to channel their mental energy into a focused state of magic; the constrictions of armor and the interference it causes are not worth the cowardly protection such tools provide. It is, after all, as much a matter of necessity as pride with a Wizard.

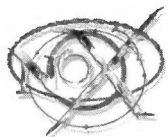
What Wizards do have in lieu of steel is a titanic capacity for Mana (magic fuel) and a dizzying array of spells. Offensive spells, defensive spells, healing spells; you name it and they've got it. Befitting their superior magical power, the Wizard's spells are more impressive and cataclysmic than those of the more modest Conjurer.

Wizards are skilled in the art of building magical traps. These contraptions contain up to three spells that, when tripped, descend together upon the unsuspecting victim. Wizards can build these devilish devices and plant them anywhere; only the



Fig. 1-5. The Wizard Path.





vigilant and the seasoned will be able to spot a Wizard trap before it's too late.

If the intellectual life is what you're after and the lure of sorcery is too much to resist, then Jack's path heads straight for a career in Wizardry.

JACK'S APPEARANCE

Now that you've chosen a career for the would-be savior, it's time to give him a makeover.

After choosing your class, the next screen allows you to customize the look of your online alter ego. Go wild and proceed when you like what you see.

The first thing you can do is change Jack's name. Sure he's still Jack to the bone, but it's a new world for him; time for a new name. Besides, Jack the Arch Wizard just doesn't have a ring to it. Perhaps something more Wizardly like . . . Tim! Or may Elraldizar the Expert Conjuror? Or Testosteronius the Legendary Warrior? It's up to you.

You may also play with Jack's physical appearance to toggle his hair, mustache, beard, and sideburns. You can change the color of his skin, hair, facial hair, and clothes. Don't spend too much time on the clothes, though; you'll be changing those soon anyway.

My Jack, for example, is given an impressive-sounding but meaningless name, and I've granted him my signature bald head, long sideburns, and mustache look (no beard). Stylin'!



Fig. 1-6. Makeover!

JACK'S ATTRIBUTES

It just wouldn't be a battle to save the world without a moment to consider the intricacies of Attributes, Experience, Levels, etc. It is these prosaic details, however, that will make the difference between a hero and an abject failure.

ATTRIBUTES

Four attributes define your character's abilities: Health (HP), Mana (MP), Strength (STR), and Speed (SPD). Your choice of class defines your *maximum* in each category. A Wizard, for example, will never have more than 75 Strength, but a Warrior won't max out until 150.

HEALTH (HP)

- ♣ Warrior Max: 150
- ♣ Conjuror Max: 100
- ♣ Wizard Max: 75





Health dictates how much damage you can endure. A red vial in the lower right corner of the interface represents your Health. Note that this representation is a *percentage* of your total Health; the higher your HP maximum, the more hits/healing it takes to affect the level. Health recharges over time or can be boosted by food, potions, or spells.

MANA (MP)

- ♣ Warrior Max: 0
- ♣ Conjurer Max: 140
- ♣ Wizard Max: 170

Mana is the measure of magical capacity. Every spell you cast (including traps and Bombers) costs Mana and your supply is thereby reduced. The blue vial in the lower right corner of the interface displays your Mana level as a percentage of maximum (except for Warriors, who do not have a blue vial). The higher your MP maximum, the more spells/replenishment are required to affect the level. Mana recharges over time and can be increased by potions, magic spells, or standing next to Mana-infused objects.

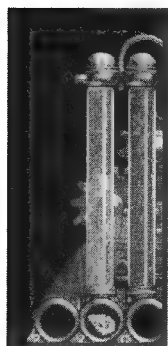


Fig. 1-7. Mana and Health bars appear in the lower right corner.

STRENGTH (STR)

- ♣ Warrior Max: 125
- ♣ Conjurer Max: 55
- ♣ Wizard Max: 35

Strength indicates the power of your physical attacks, armor you can wear, weapons you can use, and how much you can carry. You will notice, for example, that the power of your weapons is modified by your Strength attribute.

SPEED (SPD)

- ♣ Warrior Max: 21
- ♣ Conjurer Max: 19.5
- ♣ Wizard Max: 18.5

Speed dictates how fast you can run and strike with your weapons.

STARTING STATS

No matter which class you've chosen, Jack's starting statistics are the same:

- ♣ Experience: 0
- ♣ Health: 20
- ♣ Mana: 78
- ♣ Strength: 20
- ♣ Speed: 17.25

Your chosen class determines your maximum in each category.





JACK'S EXPERIENCE

To increase your attributes to maximum, you must ascend through the 10 character Levels. To increase Levels, you must gain Experience.

Experience is won by:

1. Killing monsters or non-player characters.
2. Fulfilling a quest.
3. Solving a puzzle.
4. Finding Secret Areas.

THE "NEVER PICK ON SOMEONE SMALLER THAN YOU" RULE

There is one important rule of Experience that you must understand: you only gain Experience for tasks and opponents with *higher Experience ratings than you*. The greater this gap is, the more Experience you receive. As the gap decreases so does the Experience you win. When you exceed the Experience of your foe or task, you gain nothing. Thus, for example, your first Zombie may earn you a lot of Experience, but your 50th will yield almost nothing.

This system rewards players for fighting enemies of greater power and discourages mindless pummeling of weaker foes. It also establishes a theoretical maximum Experience that any player can amass.

In short, to paraphrase Mom, pick on someone your own size (or bigger).

EXPERIENCE AND LEVEL

Certain Experience milestones trigger increases in character level. Each class contains ten possible Levels that generally correspond to the eleven episodes for each class. In other words, by the end of any given episode, your character level and the episode number should be the same.

The ten Levels and their prefixes are:

- Level 1: Initiate
- Level 2: Apprentice
- Level 3: Novice
- Level 4: Adept
- Level 5: Veteran
- Level 6: Expert
- Level 7: Master
- Level 8: Great
- Level 9: Arch-
- Level 10: Legendary

Thus, for example, a Level 7 Conjurer will be known as Adam, the Master Conjurer.

With each promotion in level, you receive increases in certain attributes as dictated by your character class. Warriors get big jumps in Health and Strength, Wizards will see strides in Mana, and Conjurers increase about evenly in all categories.

For more details, consult the table on the following page.

WHAT NOW?

Consult the remainder of the chapters in this Part I to learn the basics of the game. Essential information on weapons, armor, objects, shopping, magic, and monsters can all be found here. When you are ready to embark on a mission, proceed to Part II.



CHAPTER I BUILDING THE PERFECT JACK



Exp. Pts.	Level	Warrior HP	Warrior Mana	Warrior Strength	Warrior Speed	Wizard HP	Wizard Mana	Wizard Strength	Wizard Speed	Conjurer HP	Conjurer Mana	Conjurer Strength	Conjurer Speed
0	1	20.00	0.00	20.00	17.25	20.00	78.00	20.00	17.25	20.00	78.00	20.00	17.25
5,000	2	34.44	0.00	31.67	17.67	26.11	88.22	21.67	17.39	28.89	84.89	23.89	17.50
11,000	3	48.89	0.00	43.33	18.08	32.22	98.44	23.33	17.53	37.78	91.78	27.78	17.75
18,200	4	63.33	0.00	55.00	18.50	38.33	108.67	25.00	17.67	46.67	98.67	31.67	18.00
26,840	5	77.78	0.00	66.67	18.92	44.44	118.89	26.67	17.81	55.56	105.56	35.56	18.25
37,208	6	92.22	0.00	78.33	19.33	50.56	129.11	28.33	17.94	64.44	112.44	39.44	18.50
49,650	7	106.67	0.00	90.00	19.75	56.67	139.33	30.00	18.08	73.33	119.33	43.33	18.75
64,580	8	121.11	0.00	101.67	20.17	62.78	149.56	31.67	18.22	82.22	126.22	47.22	19.00
82,495	9	135.56	0.00	113.33	20.58	68.89	159.78	33.33	18.36	91.11	133.11	51.11	19.25
103,995	10	150.00	0.00	125.00	21.00	75.00	170.00	35.00	18.50	100.00	140.00	55.00	19.50



CHAPTER 2

GETTING AROUND IN NOX

Being a hero, as opposed to being a couch jockey, requires an entirely new set of skills. This is Jack's challenge. Your challenge is to learn to control Jack. Many players will find the controls of *Nox* familiar, but there are major enhancements that players of all levels must absorb.

MOVING

WALKING AND RUNNING

Jack spends much of his time walking and running. To make Jack walk in a chosen direction, point in that direction, keeping the cursor close to Jack, and *hold* the Move button (Right-click by default). Release the Move button to stop.

Running is very similar to walking. Instead of keeping the cursor close to Jack, hold it further away and he'll run in the designated direction rather than walk there.

In both cases, releasing the button commands Jack to stop moving. You may change direction at any time by moving the cursor while holding the Move button.



Fig. 2-1. Jack running.



JUMPING

Jumping is a bit harder, but essential. Jack can jump while standing still or moving. In either case, point Jack in the direction you want him to go and press the Jump key (**Spacebar** by default). Jack will always jump in the direction the cursor was pointing when you commanded him to jump.

DOORS AND GATES

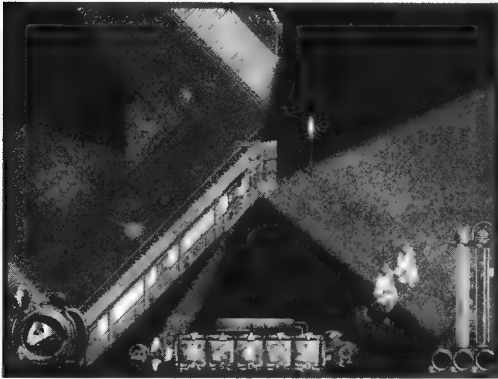


Fig. 2-2. Through the door.

You can open almost all doors by walking into them. For some doors, you'll need to have a key in your possession or the door will not yield to you. You never have to actually equip the necessary key to pass through a locked door though—you use and discard the key automatically.

Some doors must be opened by a button or switch. Usually, the on-screen text will give you an idea of what you need in order to pass through a given door.

USING ITEMS AND DEVICES

Using items and devices is almost as important as fighting. There is no way you'll emerge victorious from a single episode, let alone a full campaign, without knowing how to use these things.

GRABBING

When you point your cursor at an item that can be picked up, the cursor changes to indicate this. The grabbing hand icon will tell you

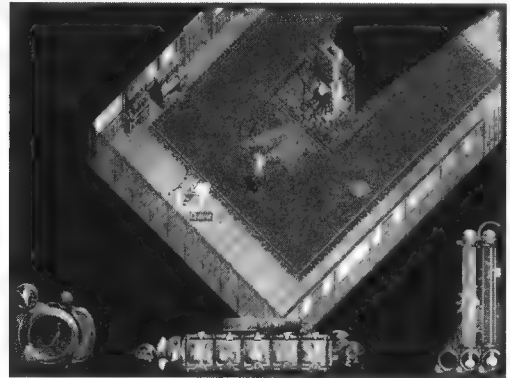


Fig. 2-3. You're too far away to get that.

that you can pick up the item simply by pressing the Action button (Left-click by default).

If you are too far away to pick something up, a "come closer" icon will replace the cursor.





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When you're close enough, the cursor will change to a grab icon.

Sometimes, you might not be aware of something to pick up or, more often, you know something is there but you can't find it. This happens a lot when you open chests; you hear the item pop out but you don't immediately see it. Move your cursor slowly around the room until it changes to indicate you've passed over an item to grab.

ELEVATORS

Several of the maps you encounter include elevators to move between floors. To use one,

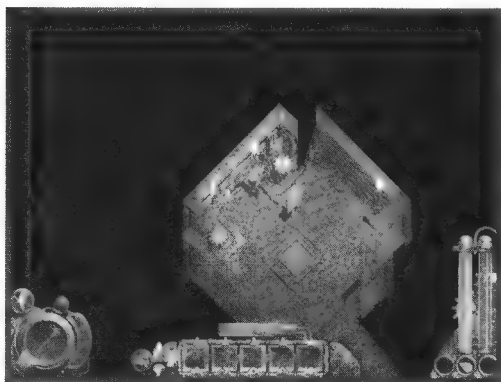


Fig. 2-4. Elevators have their ups and downs.

just step onto it and wait for it to travel. Be sure to step off when you've arrived or you'll return to the previous floor. You needn't wait for an elevator if you see its

hole in the floor—just drop through—there's no harm.

Often, elevators will require activation via a switch. The elevator will not function until that switch is thrown.

SWITCHES

Switches come in various forms: buttons, pull chains, levers, etc. The use of them is, however, the same.

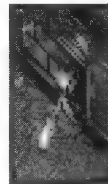


Fig. 2-5. Switches usually sport red handles.

Approach the switch (if you're too far away, you'll get the "come closer" icon), place your cursor over it, and press the Action button. The machine or door it controls should react accordingly.

OPENING CONTAINERS

How you open a container depends on what it is. Chests, tree stumps, and sarcophagi can be opened by simply walking into them, or by pointing with your cursor and pressing the Action key. Barrels and coffins, on the other hand, must be smashed with your weapon.

TALKING AND QUESTS

You can talk to any characters that aren't enemies. They may not have much to say, but you can talk to them. To do so, place your cursor over the person you intend to speak with and, if you're close enough to them, they stop in their tracks and the talk icon is displayed. Left-click on them to initiate the discussion.

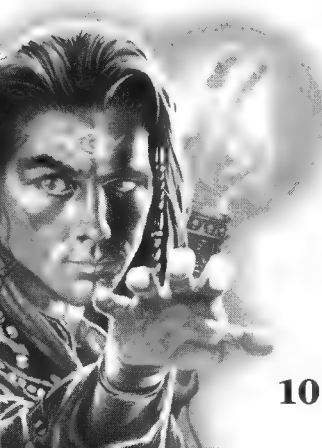




Fig. 2-6. Chatting up the folks of Nox is easy.

Often a conversation will become a quest. If an optional quest is proposed to you in the course of conversation, you may accept it by pressing “Yes.”

You may only speak to non-hostile characters. How can you tell the difference? If you point your cursor at a character and the pointer becomes a red circle, you are dealing with a hostile character—pressing the Action button will cause you to attack. If, on the other hand, the cursor appears as anything else (i.e. come closer icon), the person is friendly and pressing the Action button will initiate conversation. Be sure you know what your cursor is telling you or you might end up in an undesired fight.

FIGHTING

Fighting is more or less point, click, and kill, but there are some subtleties to mind.

MELEE ATTACKS

Melee or close-range attacks are very simple to perform: point the cursor toward your target (or, if possible, directly on it) to face Jack in the right direction, then (as long as they’re in weapon range) press the Action button. When you want to attack again, just click Action again. You may want to time your strikes to avoid being blocked, but a good rule is to strike hard and fast.



Fig. 2-7. Strike and strike again.

RANGED ATTACKS

Aiming ranged attacks (Bows, Shuriken, and Chackra) is mostly the same as performing a melee attack, but there are a few considerations relating to targeting and to which weapon you’re using.





Fig. 2-8. To aim a Bow or Shuriken, point your cursor directly at the target.

For Bows and Shuriken, you must point your cursor directly at the target and press Action. The projectile will go to the site of the cursor even if the intended target moves. Some Magic Staves (i.e. Fireball Staff) fire similarly to Bows, so the same considerations apply.

For Chakra, you don't need to target an enemy; the Chackrum does that each time it bounces. All you really need to do is hurl the

disc in the general direction and wait for it to come back. When the Chackrum bounces, it heads directly for the nearest enemy. If the Chackrum loses you and cannot return, you will find it lying on the ground.

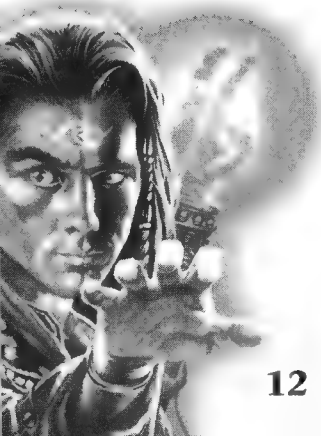
BLOCKING

One of the most vital skills for players of any class (not just Warriors) is blocking. What this means is knowing when to stop swinging and let a few blows bounce off of you.

Blocking is automatic, but it only works when you are not moving or attacking. You must be at a dead stop and faced in the direction from which the attack is coming. You cannot be damaged while blocking, though your armor and weapon take a beating.

Warriors block with either shields or any Great Sword (a two-headed weapon that can be used for blocking). Conjurers and Wizards block with Staves.

It can't be emphasized enough: you'll be handed your head in a dirty sack if you don't learn how to block early in the game.



CHAPTER 3

ARMOR AND WEAPONS

WEAPONS, ARMOR, AND CLASS

Which weapons you can handle depends on which class you choose at the outset of the games—each class views weapons differently.

Warriors adore weapons, the bigger and heavier the better. If he is only a pound short of total immobility, then he's as happy as a troll in its own stink. They don't think much of Bows or Staves or the clothing of Wizards, but they will check the heft of any weapon and try on any armor. Warriors are the only class that carries a shield.

Conjurers love their magical power over nature.

They recognize the value of basic weaponry and sturdy armor. Unfortunately, their focus on conjuring skills leaves them only capable of wearing armor of leather. They are very fond of Bows for long-range sniping but will utilize basic Staves as their weapon of choice in close quarter battle.

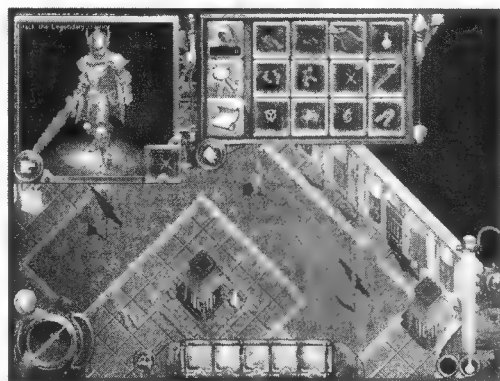
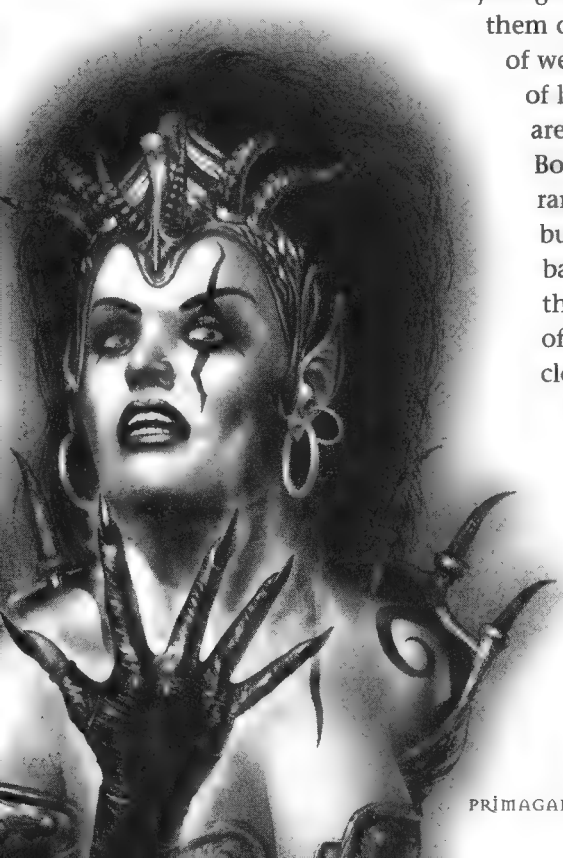


Fig. 3-1. Warrior Weaponry.

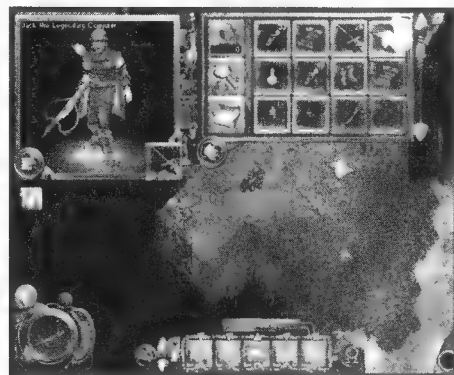


Fig. 3-2. Conjurer Weaponry.



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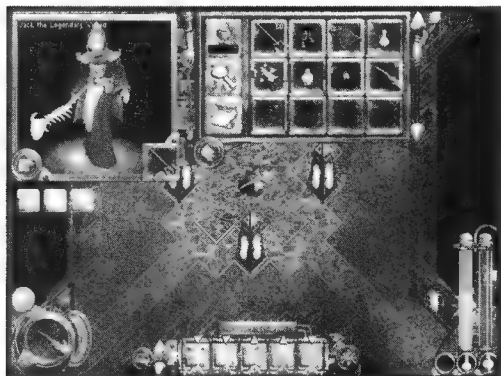


Fig. 3-3. Wizard Weaponry.

Wizards eschew all weaponry and armor as a matter of principle. Staves are Wizards' sole weapons, and they can wield all types. Armor is of no interest to Wizards as they limit themselves to basic clothing and the robes and helms that identify them as masters of magic.

Consult the appropriate chapters and the charts below to find which weapons and armor apply to which class.

Weapon Usage

Weapon	Warrior	Conjurer	Wizard
Sword	X	—	—
Long Sword	X	—	—
Great Sword	X	—	—
Axe	X	—	—
Ogre Axe	X	—	—
Mace	X	—	—
War Hammer	X	—	—
Quiver	—	X	—
Bow	—	X	—
Crossbow	—	X	—
Shuriken	X	—	—
Chackrum	X	—	—
Wooden Staff	X	X	X
Sulphurous Flare Staff	—	X	X
Sulphurous Shower Staff	—	X	X
Fireball Staff	—	X	X
Triple Fireball Staff	—	—	X



**Weapon Usage (continued)**

<i>Weapon</i>	<i>Warrior</i>	<i>Conjurer</i>	<i>Wizard</i>
Lightning Staff	—	—	X
Wand of Death	—	—	X
Force of Nature Staff	—	X	—
Halberd of Horrendous	X	X	X
Halberd with the Heart of Nox	X	X	X
Halberd with the Heart of Nox and the Weirdling	X	X	X
Staff of Oblivion	X	X	X

Armor Usage

<i>Armor Item</i>	<i>Warrior</i>	<i>Conjurer</i>	<i>Wizard</i>
Shirt	X	X	X
Pants	X	X	X
Sneakers	X	X	X
Medieval Shirt	X	X	X
Medieval Pants	X	X	X
Cloak	X	X	X
Leather Helm	X	X	—
Leather Armbands	X	X	—
Leather Tunic	X	X	—
Leather Leggings	X	X	—
Leather Boots	X	X	X
Chain Coif	X	—	—
Chainmail Tunic	X	—	—
Chainmail Leggings	X	—	—
Armored Boots	X	X	—
Plate Helm	X	—	—
Plate Arms	X	—	—
Breastplate	X	—	—





Armor Usage (continued)

Armor Item	Warrior	Conjurer	Wizard
Plate Leggings	X	—	—
Plate Boots	X	—	—
Knight's Helm	X	—	—
Conjurer Helm	—	X	—
Wizard Helm	—	—	X
Wizard Robe	—	—	X
Round Shield	X	—	—
Kite Shield	X	—	—

ARMOR

Armor in *Nox* is loosely defined as any item you wear on your body. These include clothes (pants, shirt, etc.), cloaks, arm covers (arm-bands, arm plates), headgear (helms, coifs), robes (Wizard only), tunics, leggings, boots, breastplates, and shields.

STARTING CLOTHES

You begin the game with your modern garb: T-shirt, jeans, and sneakers. All of these items

are indestructible but can be removed in favor of more fashionable (and slightly more effective) Medieval Clothes. Your modern day underwear ("tighty whities") cannot be removed.



NOTE

THE RARITY OF CLOTHES FROM THE FUTURE (NO MATTER HOW GRUBBY) MAKES YOUR STARTING WARDROBE VALUABLE; SELL IT FOR SOME BIG DOSES OF GOLD.

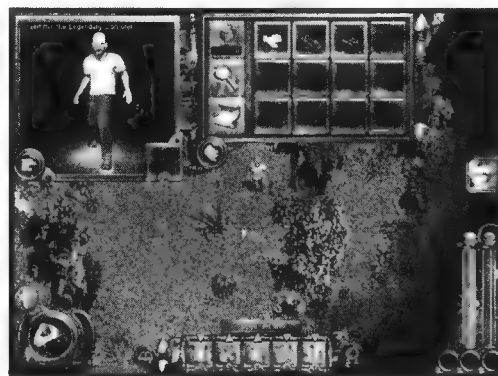


Fig. 3-4. Jack in his modern garb.



SHIELDS

Shields work like body armor with a couple of exceptions.

First, wearing a shield precludes equipping two-handed weapons. Selecting such weapons makes you put away your shield.

Second, shields can absorb 100% damage from both weapons and magic spells and reflect several types of magic back at their caster. To let your Warrior use his shield, face your enemy and stand still; don't attack.

ARMOR STATISTICS AND ATTRIBUTES

ARMOR VALUE

Every armor item has an Armor Value that dictates how much damage it can absorb. The higher the value, the less damage you'll suffer. No armor (except shields) can, however, protect you completely. Total Armor Rating is the sum of the Armor Values of everything you wear.

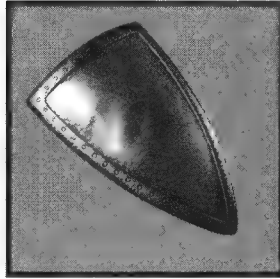


Fig. 3-5. Kite Shield.

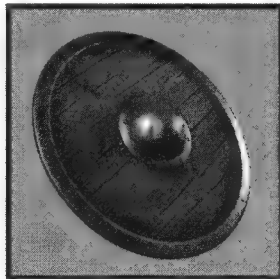


Fig. 3-6. Round Shield.

DURABILITY

Durability dictates the amount of punishment each armor item can take before disintegrating. Every time you're struck, your armor takes damage, bringing it one step closer to its demise. Armor can be repaired by most merchants. Heavily damaged armor items have a yellow background in your inventory. Armor on the verge of destruction is backed by red. Note that metal armor take double damage to its base Durability from crush damage delivered by the Hammer, Mace, Fist of Vengeance, and Golems.

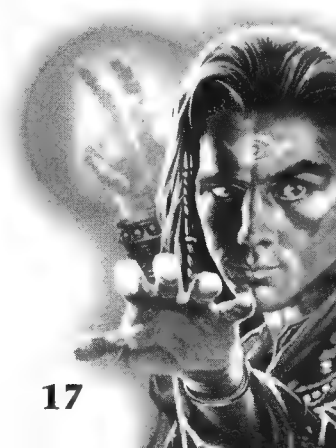
REQUIRED STRENGTH AND WEIGHT

All armor items require a minimum amount of strength to wear. If your character is below the minimum rating, the item cannot be worn.

The weight of an item dictates how much room it takes up in your pack. If you fill your pack heavier than your character can carry, you will be unable to move and must discard items.

SHOCK DAMAGE

Since metal conducts electricity, a Warrior wearing metal armor risks additional electrocution damage from electrical magic spells. Called Shock Damage, this quality makes going up against magic users very risky.





ARMOR TYPES



Fig. 3-7. Chainmail.

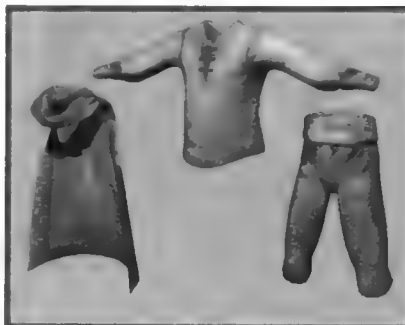


Fig. 3-8. Medieval Clothes.

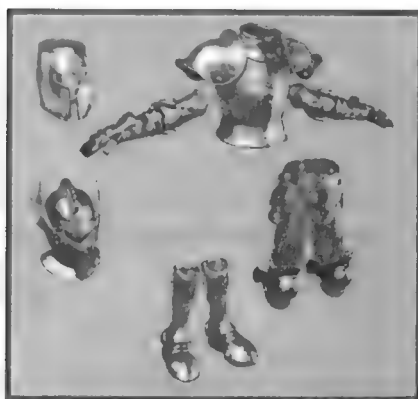


Fig. 3-10. Plate Armor.

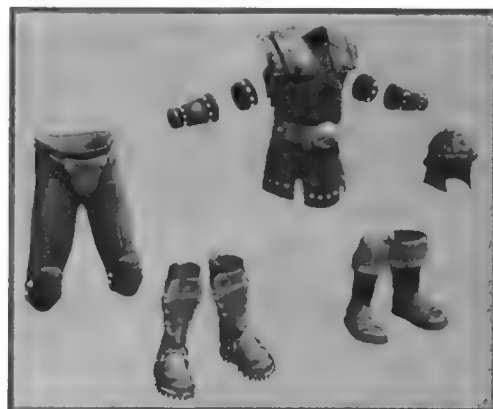


Fig. 3-9. Leather.



Fig. 3-11. Spellcaster garb.



CHAPTER 3 ARMOR AND WEAPONS



Armor Values

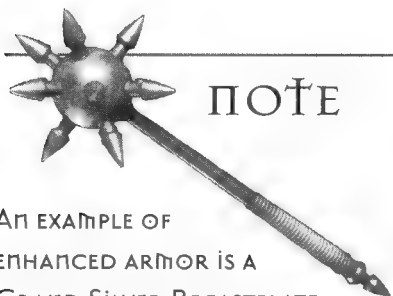
<i>Armor</i>	<i>Base Armor Value</i>	<i>Base Durability</i>	<i>Req'd Strength</i>	<i>Weight</i>	<i>Notes</i>
Shirt	10	Indestructible	20	5	—
Pants	10	Indestructible	20	7	—
Sneakers	10	Indestructible	20	5	—
Medieval Shirt	20	Indestructible	20	5	—
Medieval Pants	20	Indestructible	20	7	—
Cloak	30	200	20	5	—
Leather Helm	70	200	20	30	—
Leather Armbands	20	200	20	5	—
Leather Tunic	150	300	20	50	—
Leather Leggings	80	200	20	20	—
Leather Boots	50	200	20	10	—
Chain Collar	100	325	30	50	Susceptible to shock damage.
Chainmail Tunic	200	400	30	100	Susceptible to shock damage.
Chainmail Leggings	100	325	30	75	Susceptible to shock damage.
Armored Boots	80	300	24	20	—
Plate Helm	120	675	40	50	Susceptible to shock damage.
Plate Arms	50	600	40	75	Susceptible to shock damage.
Breastplate	240	800	40	150	Susceptible to shock damage.
Plate Leggings	130	700	40	100	Susceptible to shock damage.
Plate Boots	100	700	40	50	Susceptible to shock damage.
Knight's Helm	140	850	40	100	Susceptible to shock damage.
Conjurer Helm	120	400	22	40	—
Wizard Helm	120	350	20	20	—
Wizard Robe	200	325	20	30	—
Round Shield	—	200	20	50	—
Kite Shield	—	300	40	75	—



ARMOR ENHANCEMENTS

Enhancements consist of three elements: Quality, Material, and Enchantment.

- ♣ **Quality:** Raises or lowers Armor Value.
- ♣ **Material:** Raises or lowers Durability.
- ♣ **Enchantment:** Bestows special abilities on the armor.



NOTE

AN EXAMPLE OF ENHANCED ARMOR IS A GRAND SILVER BREASTPLATE OF THE DRAGON'S HIDE AND HEALING. THIS ARMOR HAS 1.12 TIMES THE BASE ARMOR VALUE AND 1.08 TIMES THE BASE DURABILITY OF THE ARMOR ITEM. IT ALSO PROVIDES LEVEL 3 FIRE PROTECTION AND LEVEL 2 HEALING.

Nearly all armor is enhanced in one way or another over its standard form listed in the previous table. One exception is your starting

clothes and Medieval Shirts and Pants, which are standard and cannot carry any enhancements. Leather armor will never have a Material modifier (it's already leather), but will always have at least a Quality modifier enhancement, but not necessarily an Enchantment.

Enhanced armor can be made well or poorly, of strong or weak material, and can be endowed with special abilities and statistics either below or above standard.

QUALITY

The following are possible Qualities of armor items. To determine what effect the Quality will have on the item, multiply its base Armor Value by the multiplier listed below.

<i>Quality</i>	<i>Damage multiplier</i>
Flimsy	0.94 X base Armor Value
Sturdy	1.04 X base Armor Value
Mighty	1.08 X base Armor Value
Grand	1.12 X base Armor Value
Titan	1.16 X base Armor Value
Divine	1.20 X base Armor Value

MATERIAL

Any item not made out of cloth or leather carries at least one of the modifiers listed below. To determine the enhanced Durability of an armor item, multiply its base HP by the multiplier listed below.

<i>Material</i>	<i>Durability multiplier</i>
Cloth	1.00 X base HP
Leather	1.00 X base HP
Copper	0.94 X base HP
Iron	1.00 X base HP
Bronze	1.04 X base HP
Silver	1.08 X base HP
Gold	1.12 X base HP
Titanium	1.16 X base HP





ЕПЧАНТМЕНТ

Enchantments consist of two parts: types (i.e. fire protection, speed) and Level (intensity of the enchantment, generally 1–4).

Armor can have one or two enchantments but secondary enchantments cannot be higher than Level 3.

<i>Enchantment</i>	<i>Effect</i>	<i>Color</i>	<i>Note</i>
Anti-Lightning	Level 4 Shock Protection	Dark Blue	—
Anti-Shock	Level 3 Shock Protection	Dark Blue	—
Anti-Spark	Level 1 Shock Protection	Dark Blue	—
Anti-Zap	Level 2 Shock Protection	Dark Blue	—
Cure Wounds	Level 1 Healing	Lime Green	—
Dragon's Claw	Level 2 Fire Protection	Red	—
Dragon's Heart	Level 4 Fire Protection	Red	—
Dragon's Hide	Level 3 Fire Protection	Red	—
Dragon's Scale	Level 1 Fire Protection	Red	—
Greater Healing	Level 3 Healing	Lime Green	—
Haste	Level 1 Speed Enhancement	Yellow	Boots Only
Healing	Level 2 Healing	Lime Green	—
Leaping	Level 3 Speed Enhancement	Yellow	Boots Only
Polyp's Bane	Level 3 Poison Protection	Green	—
Regeneration	Level 4 Healing	Lime Green	—
Running	Level 2 Speed Enhancement	Yellow	Boots Only
Scorpion's Bane	Level 4 Poison Protection	Green	—
Spider's Bane	Level 2 Poison Protection	Green	—
The Stars	Illumination Around Player	White	Helms Only
The Wind	Level 4 Speed Enhancement	Yellow	Boots Only
Wasp's Bane	Level 1 Poison Protection	Green	—



WEAPONS

Weapons are any items that can be used to attack other characters. Weapons can be melee weapons (i.e. Swords, Maces, Hammers, non-Magic Staves), projectile weapons (i.e. Bows and Quivers), throwing weapons (i.e. Shuriken and Chackrum), or magic.

STAMINA

All weapons require an amount of stamina to use. Light weapons like Swords can be swung



Fig. 3-13. Note the red background in the weapon dial.

repeatedly without any noticeable delay. A War Hammer, on the other hand, requires that a character recover before using it again. This recovery period is indicated by a red background in the Weapon Dial. While the dial is red, the weapon cannot be used.



SECONDARY WEAPONS

You can designate any weapon a secondary weapon by dragging it into the secondary weapon slot in the Inventory Menu. You can

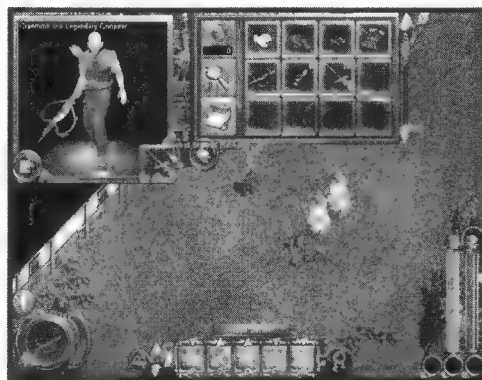


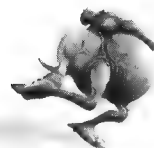
Fig. 3-14. Drag a weapon to the small weapon area to designate it your secondary weapon.

switch between primary and secondary weapons in the heat of battle by pressing the Secondary Weapons key (**V** by default).

WEAPON STATISTICS & ATTRIBUTES

BASE DAMAGE

Base Damage represents the amount of damage a weapon does, not accounting for the strength of your character or enhancements to the weapon. Strength modifies effectiveness; stronger characters will do significantly more damage with a given weapon.



BASE DURABILITY

Durability is the amount of damage the weapon can sustain before disintegrating. The Material of which the weapon is made (see Enhancements, later in the chapter) modifies this base durability.

Bows and Crossbows do not take damage through use and all melee weapons take more damage from blocking than from attacking.

Damaged weapons can be repaired by shopkeepers, often at a hefty price.

WEIGHT AND REQUIRED STRENGTH

The weight of an item dictates how much it will burden you. If you fill your pack heavier than your character can carry, you will be unable to move until you drop some items.

All weapons items require a minimum amount of strength to wield. A character below the minimum rating for an item cannot use it.

MELEE WEAPONS

Melee weapons are hand-held (in either one or two hands) and can only be used at close range.

Blocking attacks (both physical and magical) with melee weapons is automatic—face your opponent and stand fast without pressing the Attack button (Left-click on your mouse). Your weapon will block all attacks, absorbing 100% of damage, but it will accrue more damage than if you were using it to attack.

For blocking and close-range physical attacks, all Staves can be considered melee weapons (after the magic charges of a Staff have been spent).

SWORD

The default weapon of the Warrior, the Sword will do until you find something better. It is effective against low-Level enemies and for smashing barrels.



Fig. 3-15. Sword.

- ♣ Hands Used: 1
- ♣ Base Damage: 5
- ♣ Base Durability: 160
- ♣ Required Strength: 20
- ♣ Weight: 40

LONG SWORD

This Sword does more damage than the basic model, but requires more strength.

- ♣ Hands Used: 1
- ♣ Base Damage: 9
- ♣ Base Durability: 180
- ♣ Required Strength: 30
- ♣ Weight: 50

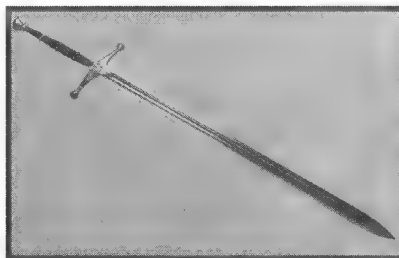


Fig. 3-16. Long Sword.





GREAT SWORD

The Great Sword is a two-handed sword, but its powerful Attack/Magic-blocking capabilities cause it to act as a shield. It's a great offensive weapon too, but a bit unwieldy for the weak.

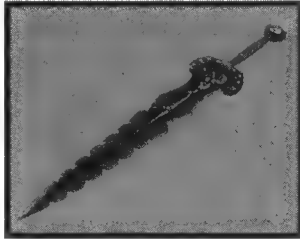


Fig. 3-17. Great Sword.

- ♣ Hands Used: 2
- ♣ Base Damage: 50
- ♣ Base Durability: 400
- ♣ Required Strength: 70
- ♣ Weight: 125

AXE

Requiring more strength and stamina than the Mace, the Axe is brutal against lightly armored foes.

- ♣ Hands Used: 1
- ♣ Base Damage: 21
- ♣ Base Durability: 220
- ♣ Required Strength: 40
- ♣ Weight: 125

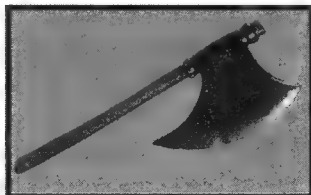


Fig. 3-18. Axe.

OGRE AXE

Ogre craftsmanship is exactly what you'd expect. Though this larger Axe does more damage than the basic model, it has very little Durability.

- ♣ Hands Used: 1
- ♣ Base Damage: 30
- ♣ Base Durability: 50
- ♣ Required Strength: 50
- ♣ Weight: 175

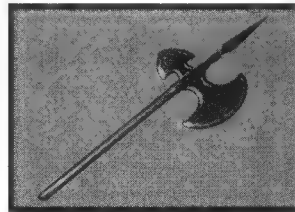


Fig. 3-19. Ogre Axe.

MACE

The Mace is a good, fast-striking weapon that's particularly effective against ground targets (wolves, spiders, etc.).

- ♣ Hands Used: 1
- ♣ Base Damage: 6
- ♣ Base Durability: 200
- ♣ Required Strength: 20
- ♣ Weight: 90

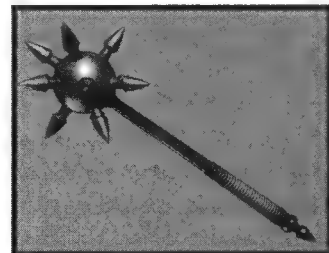


Fig. 3-20. Mace.





WAR HAMMER

The choice of serious warriors, this massive two-handed weapon is unstoppable. Unfortunately, it takes a lot of stamina and more strength than any other weapon, and has no blocking ability.

- ♣ Hands Used: 2
- ♣ Base Damage: 100
- ♣ Base Durability: 350
- ♣ Required Strength: 70
- ♣ Weight: 200

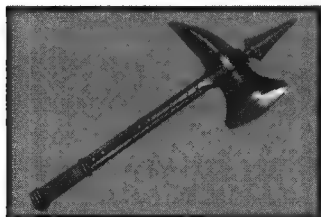


Fig. 3-21. War Hammer.

PROJECTILE (RANGED) WEAPONS

Weapons that can strike from long range are considered projectile or ranged weapons. These include Arrows and Bows, Chackram, and Shuriken. Point your cursor at your target and fire to attack—you must have a direct line of sight.

All projectiles are stacked in your inventory with the count appearing in the Weapon Dial when you have the item armed.

QUIVER

Quivers can contain Arrows of any variety and work equally well in both Bows and Crossbows. You may manually select which Quivers

you wish to load in your Bow via the inventory screen. Otherwise, your best enchanted Quivers are loaded by default with standard Arrows equipped when all others are exhausted.

- ♣ Hands Used: N/A
- ♣ Base Damage: 10–100
- ♣ Base Durability: 500
- ♣ Required Strength: 0
- ♣ Weight: 20

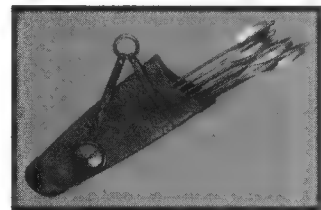


Fig. 3-22. Quiver.

BOW

The Bow fires all kinds of Arrows, and neither it nor the

Crossbow takes damage with normal use.

- ♣ Hands Used: 2
- ♣ Base Damage: N/A
- ♣ Base Durability: 500
- ♣ Required Strength: 20
- ♣ Weight: 20

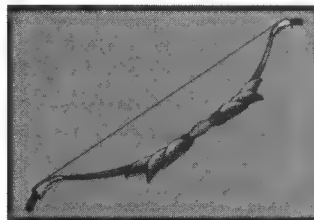


Fig. 3-23. Bow.





CROSSBOW

Though slower and requiring more strength and stamina, the Crossbow is far more devastating than the regular Bow. Using the same Arrows as the Bow, it can pierce armor.

- ♣ Hands Used: 2
- ♣ Base Damage: N/A
- ♣ Base Durability: 500
- ♣ Required Strength: 34
- ♣ Weight: 40

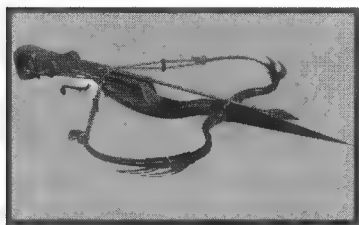


Fig. 3-24. Crossbow.

SHURIKEN

These throwing stars don't do much damage but they shoot fast and are the Warriors' primary long-range weapon.

Shuriken stick in their victims when they hit and are therefore exhausted as you throw them.



Fig. 3-25. Shuriken.

- ♣ Hands Used: 1
- ♣ Base Damage: 4
- ♣ Base Durability: 10
- ♣ Required Strength: 20
- ♣ Weight: 5

CHACKRUM

A Chackrum is a throwing weapon, but unlike the Shuriken it is **reusable**. You may toss this flying blade directly at a target, but bouncing off walls will cause it to automatically target the nearest foe. Eventually, it will try to return to you. If it can't, it will land and any player can pick it up.

- ♣ Hands Used: 1
- ♣ Base Damage: 5
- ♣ Base Durability: 300
- ♣ Required Strength: 20
- ♣ Weight: 20

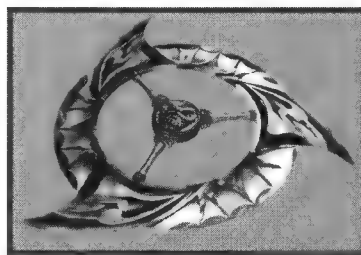


Fig. 3-26. Chackrum.

STAVES

Most Staves serve two functions. They can be used as basic melee weapons (blocking attacks, dealing out minimal damage, and splintering barrels and other breakable items) or as magical projectile weapons.





All Staves can be used by Wizards and most by Conjurers. Warriors can only wield the Halberd in its various forms.

All magic Staves have a limited number of charges that represent each projectile fired. When all charges are drained, the Staff becomes a glorified Wooden Staff, only useful for smashing, blocking, and looking cool.

Magic Staff Charges

Staff	Charges
Sulphurous Flare Staff	200
Sulphurous Shower Flare Staff	100
Fireball Staff	20
Triple Fireball Staff	10
Lightning Staff	60
Wand of Death	5
Force of Nature Staff	3
Staff of Oblivion	250

WOODEN STAFF

This basic Staff has full blocking abilities and is functional for close combat and for smashing barrels.

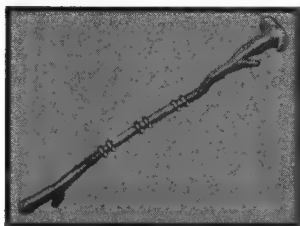


Fig. 3-27. Wooden Staff.

- ♣ Hands Used: 2
- ♣ Base Damage: 4
- ♣ Base Durability: 120
- ♣ Required Strength: 20
- ♣ Weight: 30

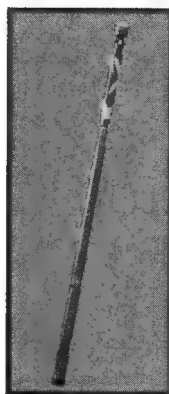


Fig. 3-28. Sulphurous Flare Staff.

SULPHUROUS FLARE STAFF

The charges fired from this Staff don't do much harm, but they offer some extra damage and added range to the basic, wooden model.

- ♣ Hands Used: 2
- ♣ Base Damage: 2
- ♣ Base Durability: 100
- ♣ Required Strength: 20
- ♣ Weight: 30

SULPHUROUS SHOWER FLARE STAFF

Triple the number of projectiles of the Sulphurous Flare Staff makes this staff a more effective ranged weapon. Still not a lot of power, but can be aimed very generally.

- ♣ Hands Used: 2
- ♣ Base Damage: 6
- ♣ Base Durability: 100
- ♣ Required Strength: 20
- ♣ Weight: 30

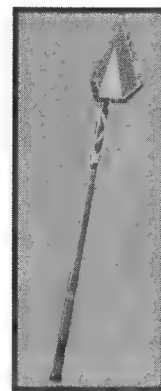


Fig. 3-29. Sulphurous Shower Flare Staff.





FIREBALL STAFF

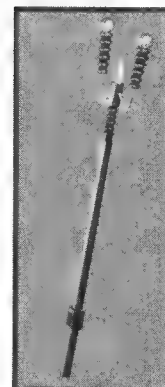
Launches a fireball that bursts in a shower of sparks and causes splash damage. Don't use it at close range or you'll be burned too.

- ♣ Hands Used: 2
- ♣ Base Damage: 42
- ♣ Base Durability: 100
- ♣ Required Strength: 20
- ♣ Weight: 30



*Fig. 3-30.
Fireball
Staff.*

- ♣ Hands Used: 2
- ♣ Base Damage: 36/second
- ♣ Base Durability: 110
- ♣ Required Strength: 20
- ♣ Weight: 30



*Fig. 3-32.
Lightning
Staff.*



*Fig. 3-31.
Triple
Fireball
Staff.*

TRIPLE FIREBALL STAFF

Three balls of fire spread out as they burn from this Staff. A choice weapon!

- ♣ Hands Used: 2
- ♣ Base Damage: 148
- ♣ Base Durability: 100
- ♣ Required Strength: 20
- ♣ Weight: 30



*Fig. 3-33.
Wand of
Death.*

WAND OF DEATH

Multi-player only. Hecubah's disintegrating Death Ray spell captured in a Staff. If you're a wizard, you must have this at all times.

- ♣ Hands Used: 2
- ♣ Base Damage: 90
- ♣ Base Durability: 70
- ♣ Required Strength: 20
- ♣ Weight: 30

FORCE OF NATURE STAFF

Like the Conjurer's spell, but no Mana required. This mystical green ball deals massive damage to anyone it touches, including you. It bounces off walls and objects.

- ♣ Hands Used: 2
- ♣ Base Damage: 300
- ♣ Base Durability: 80
- ♣ Required Strength: 20
- ♣ Weight: 30

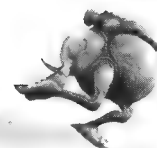


*Fig. 3-34.
Force of
Nature Staff.*

LIGHTNING STAFF

Functioning like the Wizard's Lightning spell, this Staff fires bolts of charged lightning for as long as the timed charges allow.





HALBERD OF HORRENDOUS

Solo only. This is the first stage of the Staff of Oblivion. It's similar to a Wooden Staff, but is indestructible.

- ♣ **Hands Used:** 2
- ♣ **Base Damage:** 5
- ♣ **Base Durability:** Indestructible
- ♣ **Required Strength:** 20
- ♣ **Weight:** 30

HALBERD WITH THE HEART OF NOX

Solo only. The second stage of the Staff of Oblivion adds the Heart of Nox, which causes 12 HP Shock Damage in addition to the base Damage of the Staff.

- ♣ **Hands Used:** 2
- ♣ **Base Damage:** 17
- ♣ **Base Durability:** Indestructible
- ♣ **Required Strength:** 20
- ♣ **Weight:** 30

HALBERD WITH THE HEART OF NOX AND THE WEIRDLING

Solo only. The third stage of the Staff of Oblivion adds the Weirdling, which will drain life from a victim and give it to the attacker. The Weirdling uses a portion of the Heart of Nox energy so the Shock Damage is reduced to 9 HP.

- ♣ **Hands Used:** 2
- ♣ **Base Damage:** 14
- ♣ **Base Durability:** Indestructible
- ♣ **Required Strength:** 20
- ♣ **Weight:** 30

STAFF OF OBLIVION

Solo only. The final stage of the Staff of Oblivion adds the Orb. It emits a powerful plasma beam that removes the souls from enemies.

- ♣ **Hands Used:** 2
- ♣ **Base Damage:** 300/sec.
- ♣ **Base Durability:** Indestructible
- ♣ **Required Strength:** 20
- ♣ **Weight:** 30

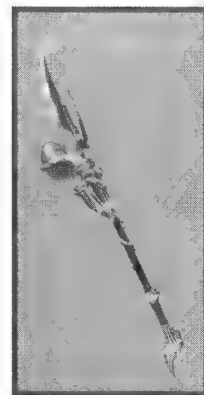
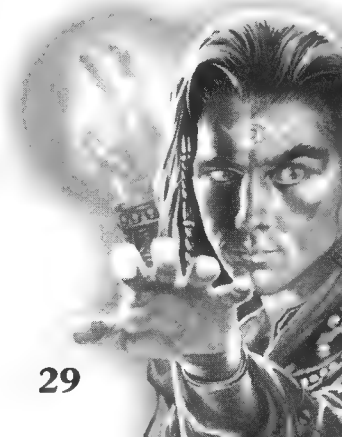
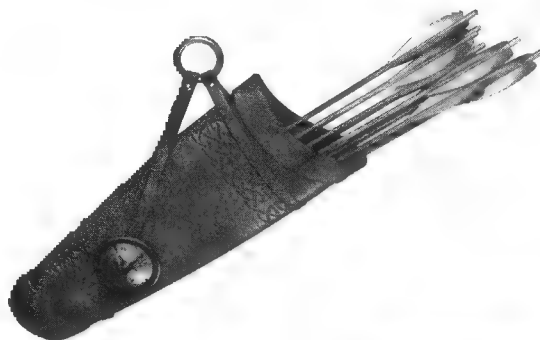


Fig. 3-35. Staff of Oblivion.



**Weapon Types**

<i>Weapon</i>	<i>Base Damage</i>	<i>Base Durability</i>	<i>Req'd Strength</i>	<i>Weight</i>
Sword (1 handed)	5	160	20	40
Long Sword (1 handed)	9	180	30	50
Great Sword (2 handed)	50	400	70	125
Axe (1 handed)	21	220	40	125
Ogre Axe (1 handed)	30	50	50	175
Mace (1 handed)	6	200	20	90
War Hammer (2 handed)	100	350	70	200
Quiver (default: 20 arrows)	10/100	500	—	20
Bow (2 handed)	—	500	20	20
Crossbow (2 handed)	—	500	34	40
Shuriken (default: 20 stars) (1 handed)	4	10	20	5
Chackrum (1 handed)	5	300	20	20
Wooden Staff (2 handed)	4	120	20	30
Sulphurous Flare Staff (2 handed)	2	100	20	30
Sulphurous Shower Flare Staff (2 handed)	6	100	20	30
Fireball Staff (2 handed)	42	100	20	30
Triple Fireball Staff (2 handed) (multi-player only)	148	100	20	30
Lightning Staff (2 handed)	36/sec	110	20	30
Wand of Death (2 handed) (multi-player only)	90	70	20	30
Force of Nature Staff (2 handed)	300	80	20	30
Halberd of Horrendous (2 handed) (solo only)	5	—	20	30
Halberd with the Heart of Nox (2 handed) (solo only)	17	—	20	30
Halberd with the Heart of Nox and the Weirdling (2 handed) (solo only)	14	—	20	30
Staff of Oblivion (2 handed) (solo only)	300/sec	—	20	30



ΕΠΗΛΑΜΕΝΤΣ

All standard weapons are modified by one or more factors. These modifiers include Effectiveness, Material, and Enchantments (Primary and Secondary).

- ♣ **Effectiveness:** Raises or lowers base Damage.
- ♣ **Material:** Raises or lowers base Durability.
- ♣ **Enchantment:** Bestows special abilities on the weapon.

For example, a Mighty Bronze Long Sword of Embers and the Leech. This weapon has 1.08 times the weapon's standard Base Damage and 1.04 times its Base Durability. It also inflicts Level 1 Fire Damage and Level 3 Vampirism.

ΕΦΕΚΤΙΒΕΝΕΣΣ

Effectiveness is the same as Quality for Armor. Adjust the standard base Damage for the weapon by applying one of the multipliers listed below.

<i>Power (Applied to Standard Weapons)</i>	<i>Damage multiplier</i>
Flimsy	0.94 X base Damage
Sturdy	1.04 X base Damage
Mighty	1.08 X base Damage
Grand	1.12 X base Damage
Titan	1.16 X base Damage
Divine	1.20 X base Damage

ΜΑΤΕΡΙΑΛ

Material tells you what the weapon is made of. This has a profound effect on the item's Durability. Multiply the weapon's base Durability by the appropriate modifier below to determine its actual Durability.

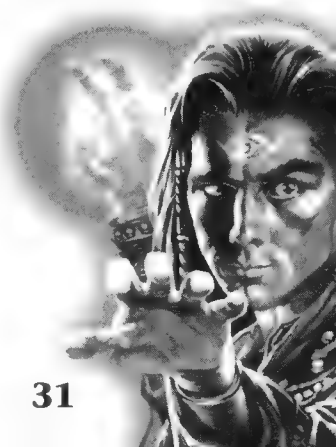
<i>Material</i>	<i>Durability multiplier</i>
Copper	0.94 X base HP
Iron	1.00 X base HP
Bronze	1.04 X base HP
Silver	1.08 X base HP
Gold	1.12 X base HP
Titanium	1.16 X base HP
Diamond	1.20 X base HP

ΕΠΧΑΝΤΜΕΝΤΣ

Enchantments consist of two parts: type and Level. Type indicates the generic effect of the enchantment and Level indicates, the degree to which the item provides that effect.

A weapon can have one or two enchantments, though a secondary enchantment cannot be higher than Level 3.

Not all enchantments will apply to all kinds of weapons (i.e. readiness enchantments affect only Bows).





Weapon Enchantments

<i>Enchantment</i>	<i>Level</i>	<i>Color</i>	<i>Effect</i>	<i>Weapon Type</i>
Bewilderment	Level 1 Confusion	White	Confuses target.	Melee, Quiver
Charging Bolt	Level 4 Projectile Speed	Red	Faster Arrows	Bows
Collision	Level 1 Impact	White	Pushes target away.	Melee, Bow
Concussion	Level 4 Impact	White	Pushes target away.	Melee, Bow
Confusion	Level 4 Confusion	White	Confuses target.	Melee, Quiver
Dazing	Level 2 Confusion	White	Confuses target.	Melee, Quiver
Electrocution	Level 4 Shock	Navy Blue	Inflicts additional Shock Damage. Brutal effect on victims in metal armor.	Melee, Quiver
Embers	Level 1 Fire	Red	Added damage with fire. Only way to kill Zombies. Fire enchanted Hammers emit ring of fire from point of impact.	Melee, Quiver
Fast Bolt	Level 2 Projectile Speed	Red	Faster Arrows	Bows
Fire	Level 3 Fire	Red	Added damage with fire. Only way to kill Zombies. Fire enchanted Hammers emit ring of fire from point of impact.	Melee, Quiver
Flame	Level 2 Fire	Red	Added damage with fire. Only way to kill Zombies. Fire enchanted Hammers emit ring of fire from point of impact.	Melee, Quiver
Force	Level 2 Impact	White	Pushes target away.	Melee, Bow
Greater Mana Drain	Level 3 Mana Drain	Sky Blue	Transfers Mana from target to attacker.	Melee, Quiver
Immobility	Level 3 Stun	Yellow	Stuns and anchors target, prevents blinking.	Melee, Quiver
Impact	Level 3 Impact	White	Pushes target away.	Melee, Bow



Weapon Enchantments (continued)

Enchantment	Level	Color	Effect	Weapon Type
Inferno	Level 4 Fire	Red	Added damage with fire. Only way to kill Zombies. Fire enchanted Hammers emit ring of fire from point of impact.	Melee, Quiver
Lesser Mana Drain	Level 1 Mana Drain	Sky Blue	Transfers Mana from target to attacker.	Melee, Quiver
Mana Burn	Level 3 Blue Fire	Cyan	Removes Mana from magic user.	Melee
Mana Drain	Level 2 Mana Drain	Sky Blue	Transfers Mana from target to attacker.	Melee, Quiver
Mana Scorch	Level 2 Blue Fire	Cyan	Removes Mana from magic user.	Melee
Mana Singe	Level 1 Blue Fire	Cyan	Removes Mana from magic user.	Melee
Mana Storm	Level 4 Blue Fire	Cyan	Removes Mana from magic user.	Melee
Mana Vampire	Level 4 Mana Drain	Sky Blue	Transfers Mana from target to attacker.	Melee, Quiver
Numbness	Level 1 Stun	Yellow	Stuns and anchors target, prevents blinking.	Melee, Quiver
Paralysis	Level 4 Stun	Yellow	Stuns and anchors target, prevents blinking.	Melee, Quiver
Quickening	Level 4 Readiness	Red	Quick reload	Bows
Reaction	Level 3 Readiness	Red	Quick reload	Bows
Readiness	Level 1 Readiness	Red	Quick reload	Bows
Recharge	Recharge	Red	Staves can be recharged at Mana Obelisks.	Staves
Replenishment	Replenishment	Red	Staves recharge gradually and automatically.	Staves
Shock	Level 3 Shock	Navy Blue	Inflicts additional Shock Damage. Brutal effect on victims in metal armor.	Melee, Quiver



Weapon Enchantments (continued)

Enchantment	Level	Color	Effect	Weapon Type
Spark	Level 1 Shock	Navy Blue	Inflicts additional Shock Damage. Brutal effect on victims in metal armor.	Melee, Quiver
Speeding Bolt	Level 3 Projectile Speed	Red	Faster Arrows	Bows
Stunning	Level 2 Stun	Yellow	Stuns and anchors target, prevents blinking.	Melee, Quiver
Stupor	Level 3 Confusion	White	Confuses target.	Melee, Quiver
Swift Bolt	Level 1 Projectile Speed	Red	Faster Arrows	Bows
Swiftess	Level 2 Readiness	Red	Quick reload	Bows
The Leech	Level 3 Vampirism	Purple	Transfers damage inflicted to attacker as added health.	Melee, Quiver
The Mosquito	Level 1 Vampirism	Purple	Transfers damage inflicted to attacker as added health.	Melee, Quiver
The Polyp	Level 3 Poison	Green	Poisons target as it damages.	Melee, Quiver
The Scorpion	Level 4 Poison	Green	Poisons target as it damages.	Melee, Quiver
The Spider	Level 2 Poison	Green	Poisons target as it damages.	Melee, Quiver
The Tick	Level 2 Vampirism	Purple	Transfers damage inflicted to attacker as added health.	Melee, Quiver
The Vampire	Level 4 Vampirism	Purple	Transfers damage inflicted to attacker as added health.	Melee, Quiver
The Wasp	Level 1 Poison	Green	Poisons target as it damages.	Melee, Quiver
Zap	Level 2 Shock	Navy Blue	Inflicts additional Shock Damage. Brutal effect on victims in metal armor.	Melee, Quiver

CHAPTER 4

SKILLS, MAGIC, & BEAST SCROLLS

Nox is a world aglow with magic and wonder. To simple but noble trailer folk like Jack, it's a bit overwhelming. If Jack's going to survive he'll have to think about the world a little differently.

The three classes of Nox are separated by their views on magic. Warriors cannot be bothered with spells, though their skills bear a vague glow of the mystical. Conjurors have considerable magical power, but it is mainly nature-based in its force. Wizards are creatures of pure mind, totally committed to the magic that compensates for their physical weakness.

The magic of Nox (and we use the term loosely here despite the risk of offending the Warriors) has three manifestations: skills, magic spells, and Beast Scrolls. Each class uses one or more of these tools, but each wields them quite differently.

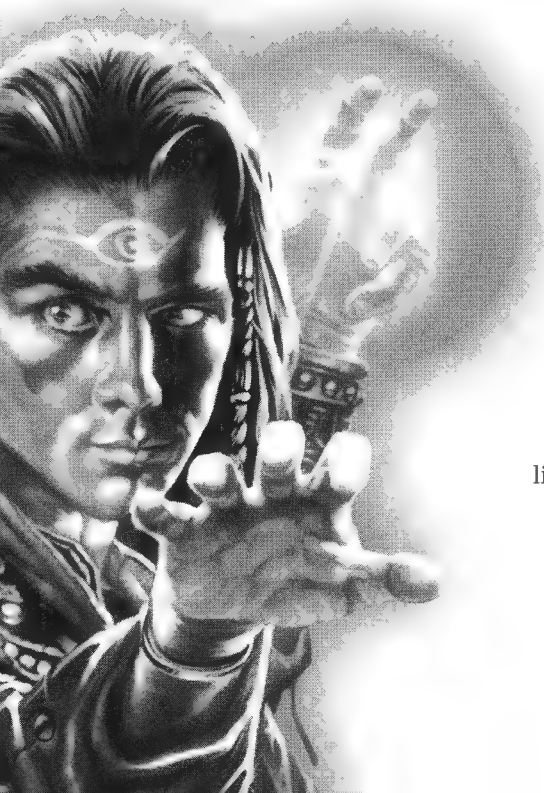
SKILLS

Warriors supplement their martial skills with five combat skills that serve them when no weapon will suffice: Berserker Charge, War Cry, Tread Lightly, Eye of the Wolf, and Harpoon.

These skills have been handed down through generations of Fire Knights, and are perfected only with battle experience.

Whenever your Warrior is promoted in Level (from Level 2 through 6), he acquires a new skill, listed below:

- ♣ Level 2: Berserker Charge
- ♣ Level 3: War Cry
- ♣ Level 4: Tread Lightly
- ♣ Level 5: Eye of the Wolf
- ♣ Level 6: Harpoon





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Warriors are the only class that utilizes these skills.

Skills are added to a toolbar in the bottom of your interface (also referred to as your GUI, or graphical user interface) and each is assigned a "hot key" to activate it with. You can rearrange these skills as you like. To execute them, either press the corresponding button on the toolbar (and select a target where appropriate) or press the hot key (targets automatically to the location of the pointer).

After you use a skill, it must recharge before you can invoke it again. A recently used skill will be partially grayed out, reaching full brightness as the skill becomes available again. You may use any of your other skills while another is recharging.



BERSERKER CHARGE

The Berserker Charge is the most easily acquired and most useful Warrior skill. Invoking this ability allows the Warrior to sprint at double speed in a straight line to his foe, striking a lethal blow (100 HP in solo play, 150 in multiplayer) and knocking the unlucky recipient back on his heels (if he's still attached to his feet).

Once you achieve Level 2, this skill will be the first to appear in your skill bar.

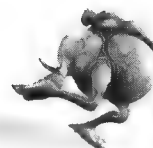
To use the Berserker Charge, point your cursor at your intended

target and press the skill's hot key (A by default). Your Warrior will instantly bull rush the helpless victim.

You must have a direct line of sight to your target and be assured of striking or you'll find yourself knocked silly. If you run into any intervening objects (trees, obelisks, etc.) or miss and strike a wall, you will be dazed for a brief time and take some damage. Try to charge from short distances—if you start too far away, the target will have time to dodge before you arrive.

Berserker Charge is useful in almost all circumstances, but the timing and aiming does require practice. It should be your primary attack in multiplayer games, especially against Wizards. Like any attack, it will interrupt a spell in progress—but that's not all. Any Wizard worth his salt will have his force shield on constantly; Berserker Charging him will deactivate the field, and knock the Wizard down to a single Hit Point. One quick strike with your weapon finishes the job.





WAR CRY

The War Cry is a mighty, manly howl emitted by the Level 3 Warrior.

Letting loose with a War Cry has several effects:

- ♣ It slows and/or stuns low-Level creatures (same effects as the Slow and Stun spells).
- ♣ It cancels spells in the process of incantation and renders magic users unable to cast any spells for several seconds.
- ♣ Spells “in the air” (i.e. Fireball) are detonated and “duration spells” (i.e. Lightning, Obliteration) are defused.
- ♣ If a Conjurer (or several magic-using monsters in solo play) is in the process of summoning a creature (denoted by a blue swirl) the creature will be cancelled and the caster’s Mana wasted.

Equally notable is what the War Cry does not do. It does not affect Magic Staves, summoned creatures, or Wizard traps.

The most important thing to understand about War Cry is that it leaves you extremely vulnerable for a considerable amount of time. While you roar, your arms are spread wide and your feet are glued where you stand. You are, essentially, a sitting duck. Keen to this fact, a moderately seasoned Wizard will plant a Death Ray right in your sternum. A Conjurer will have plenty of time to either aim his Crossbow or pound you with a Fist of Vengeance. Use War Cry wisely and it is a very powerful weapon, but use it foolishly and it’s an Achilles’ heel.



TREAD LIGHTLY

Though not the most glamorous skill, Tread Lightly will save your life more than once after you achieve Level 4.

Tread Lightly allows you to tiptoe through the most precarious situations where no other class would survive.

Here are the details:

- ♣ Many monsters will notice you if they hear your steps, but you can use Tread Lightly to walk undetected.
- ♣ A Warrior Treading Lightly can walk right past Wizard traps and Bombers without detonating them.
- ♣ You can walk over crumbling floors without falling through. Do not, however, release the mouse button until you’ve found solid ground—the skill is active only as long as you hold the button.



EYE OF THE WOLF

When Wizards or monsters (i.e. Ghosts) are invisible, you cannot see them if they are standing still and can only faintly see them when they are walking.

With the Eye of the Wolf (gained at Level 5), you can see any creature hiding behind a cloak of invisibility.

When using the Eye of the Wolf, all invisible characters will appear on the play field with a green glow over their bodies.





Unfortunately, no advantage goes uncoun-
tered. When you invoke the Eye of the Wolf,
a green cascade appears above your head to
alert any invisible Wizards that they've been
detected. Expect them to attack suddenly or
disappear altogether—either of which, by the
way, can be halted with a good War Cry.



HARPOON

At Level 6, you attain the most entertaining
and useful skill in your array. The Harpoon
allows you to fire a tethered spear at a selected
target and pull the victim in close for a follow-
up attack. The only downside is that it can be
blocked like any other weapon, however. The
Harpoon itself does only 1 HP of damage.

You must have a clear line of sight to land
a Harpoon and must attack quickly because
the victim will be released as soon as he
arrives at your feet. A tip: Berserker Charge
while you reel him in for maximum effect.

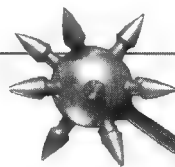
MAGIC SPELLS

There are nearly 60 distinct magic spells avail-
able (several of which are only available in
multiplayer games).

Conjurers and Wiz-
ards can find spells in
the field or purchase
them from merchants.
When you obtain a spell
book, it's added to your
inventory but not
incorporated into your
Book of Knowledge. To
learn a spell open the
spell section of your

Book of Knowledge and click on its icon. After
it is added to your Book of Knowledge, you
can add the spell to any other Spell Set by
dragging its icon from the Book.

Once you have a spell, finding or purchas-
ing the same spell elevates the spell to a
higher Level. Higher spell Levels (up to 4 in
some cases) can add power and Speed or
reduce Mana cost. Never pass up a spell book.
A list of spells and their profiles follows:



NOTE

WHEN NOTING THE
AVAILABILITY OF A SPELL,
THE AUTHOR HAS EMPLOYED
ABBREVIATIONS. FOR EXAMPLE, WZ11(X2)
MEANS THAT A WIZARD (WZ) WILL FIND
THE SPELL TWICE (X2) IN EPISODE 11.
SIMILARLY, C4 MEANS THAT A CONJURER
WILL FIND THE SPELL ONCE IN EPISODE 4.



ANCHOR

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz11(x2)/None
- ♣ **Default Target:** Other
- ♣ **Mana Cost:** 10
- ♣ **Description:** Prevents nearest magic
user from using Blink or any Teleport.
- ♣ **Effects of Higher Power Levels:**
Longer duration.





- ♣ **Effects on Traps and Bombers:**
Anchors victim.



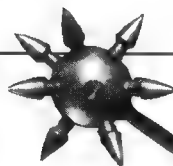
BLINK

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz11 (x2)/None
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 10
- ♣ **Description:** Instantly teleports you to a random spot on the map. Great for escaping or searching. Trumped by Anchor. When you teleport, you leave a wake behind; another character can walk into that wake and follow you to your new location.
- ♣ **Effects of Higher Power Levels:** Faster teleport.
- ♣ **Effects on Traps and Bombers:**
Teleports victim.



BURN

- ♣ **Class:** Wizard and Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C4, C10, Wz4, Wz9/C9, Wz9
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Ignites small flame at cursor's current location.
- ♣ **Effects of Higher Power Levels:**
Longer, more damaging flame.
- ♣ **Effects on Traps and Bombers:** Flame at trap/Bomber location.



NOTE

THERE ARE FOUR OPTIONS FOR THE DEFAULT TARGET OF SPELLS. "OTHER" AND "SELF" ARE SELF-EXPLANATORY. "OTHER ONLY" AND "SELF ONLY," HOWEVER, MEAN THAT YOUR DEFAULT TARGET FOR THAT SPELL IS THE ONLY POSSIBLE TARGET.



CHANNEL LIFE

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz4, Wz10/None
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** Variable
- ♣ **Description:** Converts caster's Health into Mana. Can't convert last Health point into Mana.
- ♣ **Effects of Higher Power Levels:**
More Mana per unit of Health.
- ♣ **Effects on Traps and Bombers:**
N/A





CHARM

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C2, C7/C3
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Captures loyalty of nearest or targeted creature. Must have corresponding Beast Scroll or spell will fail.
- ♣ **Effects of Higher Power Levels:** Faster Charming.
- ♣ **Effects on Traps and Bombers:** N/A



CONFUSE

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz9(x2)/Wz4
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Nearest or targeted victim disoriented for short period. Monsters will attack randomly.
 - ♣ **Effects of Higher Power Levels:** Longer and more intense.
 - ♣ **Effects on Traps and Bombers:** Confuses victim.



COUNTERSPELL

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz9/Wz9
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 20
- ♣ **Description:** Destroys or detonates spells (yours and others) around caster. Cancels duration spells (i.e. Lightning). Creatures being summoned will be cancelled. No effect on traps or fully-summoned creatures. Identical effect to Warrior's War Cry skill.
- ♣ **Effects of Higher Power Levels:** Level 1 only.
- ♣ **Effects on Traps and Bombers:** Counterspell at trap location.



CURE POISON

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** None/C3, C8, C9
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30
- ♣ **Description:** Removes some or all poison from subject.
- ♣ **Effects of Higher Power Levels:** Cures more poison.
- ♣ **Effects on Traps and Bombers:** N/A





DEATH RAY

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 60
- ♣ **Description:** Massive damage to target; no damage between caster and target along ray.
- ♣ **Effects of Higher Power Levels:** Level 1 only
- ♣ **Effects on Traps and Bombers:** Ray fired from trap location to location of cursor when trap was constructed.

- ♣ **Available (Find/Buy):** Wz9/Wz9
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 60
- ♣ **Description:** Ring of magic destroys undead creatures (Zombies, Ghosts, Skeletons, Liches, Necromancers, Vile Zombies, and Skeleton Lords). Begins with closest undead monster, then kills next closest monster until kill energy runs out.
- ♣ **Effects of Higher Power Levels:** More kill energy.
- ♣ **Effects on Traps and Bombers:** Casts spell at trap location.



DETONATE SEEN TRAPS

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 10
- ♣ **Description:** All of caster's visible traps detonate.
- ♣ **Effects of Higher Power Levels:** Level 1 only
- ♣ **Effects on Traps and Bombers:** Casts spell at trap location.



DRAIN MANA

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz10/Wz6, Wz7, Wz8
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 0
- ♣ **Description:** Drains Mana from nearest source (obelisk, crystals, other magic users). Can cast other spells while actively draining Mana.
- ♣ **Effects of Higher Power Levels:** Faster drain.
- ♣ **Effects on Traps and Bombers:** Traps Extracts fixed amount of Mana from victim.



DISPEL UNDEAD

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo





EARTHQUAKE

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 60
- ♣ **Description:** The earth shakes, damaging anyone (except caster) in radius of quake. Damage can pass through walls.
- ♣ **Effects of Higher Power Levels:** Higher damage.
- ♣ **Effects on Traps and Bombers:** Traps Quake at trap location.



ENERGY BOLT

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz2/None
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** Variable
- ♣ **Description:** Single, non-chaining bolt of energy runs to victim. Continuously drains victim's Health until caster runs out of Mana, moves, or is damaged. Warriors in metal armor receive additional Shock Damage.

- ♣ **Effects of Higher Power Levels:** More damage per second.

- ♣ **Effects on Traps and Bombers:** Zaps victim nearest trap.



FEAR

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 30
- ♣ **Description:** Summoned creatures run away for a short period. Undead are immune. Other players not affected.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** Summoned creatures in vicinity are affected.



FIREBALL

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz2, Wz4/None
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 30
- ♣ **Description:** Ball of fire shoots toward cursor. Impact and splash damage. Can damage caster if fired at close range.
- ♣ **Effects of Higher Power Levels:** Fireball travels faster, is larger, and more damaging.
- ♣ **Effects on Traps and Bombers:** Fires in direction caster was facing when trap was constructed.





FIST OF VENGEANCE

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C8, C9/C7
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 60
- ♣ **Description:** Stone fist drops from above onto cursor location.
- ♣ **Effects of Higher Power Levels:** Larger fist, more damage.
- ♣ **Effects on Traps and Bombers:** Fist falls at trap/Bomber location.



FORCE FIELD

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz2, Wz8, Wz10/None
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 80
- ♣ **Description:** Shield deflects partial damage. Wearer can never go below 1 HP while shield is up. Force Field has limited HP; when these expire, the shield deactivates.
- ♣ **Effects of Higher Power Levels:** More HP in shield.
- ♣ **Effects on Traps and Bombers:** N/A



FORCE OF NATURE

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Other only

- ♣ **Mana Cost:** 60
- ♣ **Description:** Green ball bounces off walls and damages anyone it touches (including the caster). Two such balls will extinguish each other if they meet. Can be Counterspelled or War Cried to break ball into three smaller, less harmful balls. Counterspelling or War Crying again completely destroys balls.
- ♣ **Effects of Higher Power Levels:** More damage.
- ♣ **Effects on Traps and Bombers:** When used in a Bomber, Force of Nature will not move after Bomber has detonated.



FUMBLE

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Others only
- ♣ **Mana Cost:** 60
- ♣ **Description:** Player or monster nearest caster drops all handheld items.
- ♣ **Effects of Higher Power Levels:** Spell travels faster.
- ♣ **Effects on Traps and Bombers:** Victim nearest trap drops items.



GREATER HEAL

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** None/C8





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- ♣ **Default Target:** Self
- ♣ **Mana Cost:** Variable
- ♣ **Description:** Converts caster's Mana into Health. End transfer by pressing any mouse button—cannot cast on the run and terminated if caster takes damage.
- ♣ **Effects of Higher Power Levels:** More Health per unit of Mana.
- ♣ **Effects on Traps and Bombers:** N/A



HASTE

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz5/Wz3
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 10
- ♣ **Description:** Targeted player or creature runs faster for fixed duration.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** N/A



INFRAVISION

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C5/C4, C8
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30



- ♣ **Description:** Bestows ability to see invisible players or monsters even when they stand still.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** N/A



INVERSION

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C8, Wz8/C6, C8, Wz8
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 10
- ♣ **Description:** All incoming spells in vicinity reversed. Pursue caster instead, but only if spell already locked on original target. Untargeted spells will not be affected by premature Inversion spells.
- ♣ **Effects of Higher Power Levels:** Level 1 only
- ♣ **Effects on Traps and Bombers:** Casts at trap/Bomber location.



INVISIBILITY

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz4, Wz6, Wz8, Wz10/None
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30
- ♣ **Description:** Subject is totally invisible when standing still, faintly visible when walking, and mostly visible when



running. Subject still makes noise when walking. Invisibility ends if subject casts a Hostile spell or attacks. Can be counteracted with Eye of the Wolf skill or Infravision spell.

- ♣ **Effects of Higher Power Levels:** Level 1 only.
- ♣ **Effects on Traps and Bombers:** N/A



INVULNERABILITY

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 60
- ♣ **Description:** For fixed duration subject cannot be damaged. Spell cancels if subject attacks. Excellent for sending runner in to capture your enemy's flag.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** N/A



LESSER HEAL

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C1, C3, Wz1/C6, Wz2, Wz7
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30
- ♣ **Description:** Small Health increase each time spell is cast. Can be cast on the run.
- ♣ **Effects of Higher Power Levels:** More Health per dose.
- ♣ **Effects on Traps and Bombers:** N/A



LIGHT

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 10
- ♣ **Description:** Caster glows for limited duration and is thus able to illuminate dark corners of the screen where enemies may be hiding.
- ♣ **Effects of Higher Power Levels:** Level 1 only.
- ♣ **Effects on Traps and Bombers:** Victim glows for short time.



LIGHTNING

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz1, Wz7/None
- ♣ **Default Target:** Other only.
- ♣ **Mana Cost:** Variable
- ♣ **Description:** Lightning bolt runs from caster to nearby victims and drains victims' life as long as spell continues. Spell can be interrupted if caster moves or is damaged and ends when caster runs out of Mana or victims. Chains from one victim to others nearby. Warriors in metal armor receive additional Shock Damage.





- ♣ **Effects of Higher Power Levels:** More chaining.
- ♣ **Effects on Traps and Bombers:** Zaps nearest victim with fixed amount of electrical damage.



LOCK

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz6/None
- ♣ **Default Target:** Other only.
- ♣ **Mana Cost:** 10
- ♣ **Description:** Locks nearest door to all but caster. Only works if door is fully closed.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** Locks nearby door.



MARK I-4

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 0
- ♣ **Description:** Markers visible only to caster can be placed at caster's current location and act as teleport beacons. Markers expire after 3 uses. See Teleport to Marker.



- ♣ **Effects of Higher Power Levels:** N/A
- ♣ **Effects on Traps and Bombers:** Places Marker at trap location.



METEOR

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C4/C6
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 30
- ♣ **Description:** Burning meteor plummets from sky to cursor location. Impact and splash damage.
- ♣ **Effects of Higher Power Levels:** Increased damage.
- ♣ **Effects on Traps and Bombers:** Meteor falls at Bomber location.



MISSILES OF MAGIC

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz1, Wz3, Wz9/Wz8
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 15
- ♣ **Description:** Homing missiles track nearest creature.
- ♣ **Effects of Higher Power Levels:** Each Level adds additional missile (max. 4).
- ♣ **Effects on Traps and Bombers:** Missiles spray in trap direction.



MOONGLOW

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C3, Wz9/C8, Wz9
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 10
- ♣ **Description:** Cursor illuminates, allowing you to shed light upon the dark corners of the screen.
- ♣ **Effects of Higher Power Levels:** Glows longer with wider radius.
- ♣ **Effects on Traps and Bombers:** Victim receives effect, causing them to be unable to hide.



OBLITERATION

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz11 (x2)
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Creates a large explosion; anyone in blast radius (including caster) will be damaged. This spell must charge for a long time before detonating, so when using it in traps always precede it with a containment spell (Anchor, Slow, Confuse, etc.).
- ♣ **Effects of Higher Power Levels:** Bigger explosion.
- ♣ **Effects on Traps and Bombers:** Explodes at point of trap.



PIXIE SWARM

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C1/C5, C8.
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 30
- ♣ **Description:** Cloud of angry and protective pixies swirl around caster, attacking any enemy that comes into view. Pixies orbit caster quietly when no targets are present. Can be Counterspelled or Inverted (individual pixie must have acquired you as a target before it can be Inverted).
- ♣ **Effects of Higher Power Levels:** Number of pixies dictated by Level of spell. You get four in multiplayer.
- ♣ **Effects on Traps and Bombers:** Generates attacking pixie swarm around Bomber victim. Will not detonate if you already have a swarm in the air.



POISON

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C8/C2, C7
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10





PRIMA'S OFFICIAL STRATEGY GUIDE

- ♣ **Description:** Infects nearest victim with poison.
- ♣ **Effects of Higher Power Levels:** Increased potency.
- ♣ **Effects on Traps and Bombers:** Poisons Bomber victim.

- ♣ **Mana Cost:** 30
- ♣ **Description:** Caster rendered less likely to be poisoned by single poison attack.
- ♣ **Effects of Higher Power Levels:** Reduces chance of poisoning.
- ♣ **Effects on Traps and Bombers:** N/A



PROTECTION FROM FIRE

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz6, Wz7/C4, C7, Wz7
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30
- ♣ **Description:** Caster protected from percentage of fire damage.
- ♣ **Effects of Higher Power Levels:** Reduced fire damage percentage.
- ♣ **Effects on Traps and Bombers:** N/A



PROTECTION FROM SHOCK

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C4, C8, Wz10/C8, Wz8
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30
- ♣ **Description:** Caster protected from percentage of damage from electricity.
- ♣ **Effects of Higher Power Levels:** Reduced electricity damage percentage.
- ♣ **Effects on Traps and Bombers:** N/A



PROTECTION FROM POISON

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C5, Wz10/C8, C9, Wz5, Wz9
- ♣ **Default Target:** Self



PULL

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz3/Wz8
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 10
- ♣ **Description:** Pulls all nearby loose objects toward caster.
- ♣ **Effects of Higher Power Levels:** Objects move with greater force.
- ♣ **Effects on Traps and Bombers:** Pulls everything towards trap.





PUSH

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz2, Wz3, Wz10/None
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 10
- ♣ **Description:** Pushes all nearby loose objects away from caster.
- ♣ **Effects of Higher Power Levels:** Objects move with greater force.
- ♣ **Effects on Traps and Bombers:** Pushes everything away from trap.



REFLECTIVE SHIELD

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz9/Wz7, Wz9
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30
- ♣ **Description:** Oval shield materializes in front of caster. Shield drops if caster moves, but the caster can rotate in place to avoid dropping the shield. Reflects magic projectiles back at their source and deflects all other magic and physical attacks *that come from in front of you*. Doesn't protect from side attacks, rear attacks, or attacks from above (Fist, Meteor). Remains up until destroyed by magic or physical attacks.
- ♣ **Effects of Higher Power Levels:** Shield is stronger.
- ♣ **Effects on Traps and Bombers:** N/A



RING OF FIRE

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 60
- ♣ **Description:** Ring of flames expands out from the caster. Can damage caster if he runs into the ring.
- ♣ **Effects of Higher Power Levels:** Size and number of flames.
- ♣ **Effects on Traps and Bombers:** Rings emit from trap location.



RUN

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Victim runs uncontrollably for a short time. Victims can control their character's direction but cannot stop until spell wears off.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** Victim nearest trap runs.





SHOCK

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz7/C7, Wz7
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 30
- ♣ **Description:** Caster's body becomes charged with electricity that discharges when an object or creature is touched. Charge will slowly dissipate if no contact is made.
- ♣ **Effects of Higher Power Levels:** Shock lasts longer, more damage.
- ♣ **Effects on Traps and Bombers:** Electrical damage to victim.



SLOW

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C4, C6, C9, Wz7/C8, Wz3
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Nearest victim moves at half Speed for short time.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** Slows victim.



STUN

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C2, C7/C7, C9
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Either slows or freezes victim (depending on Strength of victim). However, they can still rotate, attack, and teleport (just much slower).
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** Stuns the victim.



SUMMON CREATURES

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C8/None
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** Variable
- ♣ **Description:** Calls into being any creature listed in your Book of Knowledge. Creature will obey caster's commands after it fully materializes. The larger the creature, the longer it takes to summon (blue ring of magic swirls until creature appears). Summon can be cancelled by War Cry or Counterspell.
- ♣ **Effects of Higher Power Levels:** Summon time reduced.
- ♣ **Effects on Traps and Bombers:** N/A



SWAP LOCATION

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz2, Wz5/None
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 20
- ♣ **Description:** Caster and nearest or targeted creature switch places.
- ♣ **Effects of Higher Power Levels:** Quicker swapping and larger creatures can be swapped.
- ♣ **Effects on Traps and Bombers:** Teleport occurs faster than in solo.



TAG

- ♣ **Class:** Conjurer and Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz11, C11/None
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 10
- ♣ **Description:** Tagged enemies show up on your in-game map.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** Same as solo.



TELEKINESIS

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz8, Wz10/None

- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 20
- ♣ **Description:** Caster can push objects around with cursor. If you've been stunned, you can move yourself around as you would any object.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** Teleports victim to glyph spot.



TELEPORT TO MARKER

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 10
- ♣ **Description:** Transports caster to the selected marker. Markers only last for three teleports. Place a marker near the Wand of Death for quick access to this killer weapon when you respawn.
- ♣ **Effects of Higher Power Levels:** Faster teleport.
- ♣ **Effects on Traps and Bombers:** Same effect on both traps and Bombers. Target location must be cursor position at time trap was built.





TELEPORT TO TARGET

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Multiplayer
- ♣ **Available (Find/Buy):** N/A
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 20
- ♣ **Description:** Caster teleports to location of the cursor.
- ♣ **Effects of Higher Power Levels:** Faster teleport.
- ♣ **Effects on Traps and Bombers:** Same as solo.



TOXIC CLOUD

- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** None/C5
- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 60
- ♣ **Description:** Cloud of noxious gas released at caster's cursor. The cloud lingers, injuring and poisoning any breathing creature that touches it. Note that Toxic Cloud does not affect non-breathing creatures (i.e. Zombies) or poisonous creatures (i.e. Wasps, Scorpions).

- ♣ **Effects of Higher Power Levels:** Larger cloud, more damage.
- ♣ **Effects on Traps and Bombers:** Toxic cloud at Bomber location.



TRIGGER TRAP

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** None/Wz5
- ♣ **Default Target:** Self only
- ♣ **Mana Cost:** 5
- ♣ **Description:** Conjurer's nearest trap detonates.
- ♣ **Effects of Higher Power Levels:** Triggers from greater distances.
- ♣ **Effects on Traps and Bombers:** N/A



VAMPIRISM

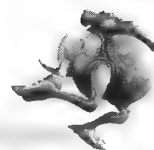
- ♣ **Class:** Conjurer
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** C5/C2, C7
- ♣ **Default Target:** Self
- ♣ **Mana Cost:** 20
- ♣ **Description:** For a short time, Caster gains some life for every HP of damage he inflicts on others. Damage must be done directly and not by proxy (e.g. summoned creature). Must have clear line of sight to receive benefits of Vampirism.
- ♣ **Effects of Higher Power Levels:** Longer duration.
- ♣ **Effects on Traps and Bombers:** N/A



WALL

- ♣ **Class:** Wizard
- ♣ **Game Mode(s):** Solo and Multiplayer
- ♣ **Available (Find/Buy):** Wz10/Wz7, Wz9





- ♣ **Default Target:** Other only
- ♣ **Mana Cost:** 30
- ♣ **Description:** Magic wall section placed at cursor perpendicular to caster. Conjuring another wall will nullify first wall. Wall can be broken by attack.
- ♣ **Effects of Higher Power Levels:** Wider wall sections.
- ♣ **Effects on Traps and Bombers:** Wall built at location of cursor when trap was constructed. Be sure to orient your Wizard to assure the wall is built as you want it.

Bomber. Additionally, you may not use beneficial spells (Lesser Heal, Cure Poison, etc.) in either device. For the unique behavior of all other spells in traps/Bombers, see the spell section above.



Fig. 4-1. Show Bomber Contents.

TRAPS AND BOMBERS

Once you've mastered the basics of magic, you can move on to the really fun stuff: building traps and Bombers. Think of these devices as killer combos using magic spells rather than kicks and jabs.

Structurally, traps and Bombers are identical, but there is one important distinction: Wizards build traps, Conjurers summon Bombers. To build them, press the Show Bomber Contents or Show Trap Contents button on your spell bar. Then place up to three spell glyphs in the slots—give much thought to the selection and order of the spells, and don't be afraid to experiment; creativity pays off.

Your only limits in building these devices are how much Mana is required to build the trap and what kinds of spells you choose. If the total Mana cost for all the component spells is greater than your Mana total, you won't be allowed to define the trap or

You can store up to three sets of spells in the Show Contents bar. When the time comes, you can quickly select which set you want to use.

When the time is right, press the Summon Bomber or Place Trap button. With this, your magic user will go through the incantation for each component spell and will spend the Mana required to build the device (it pays to build these contraptions near a Mana source so you can recharge immediately). The result of all this gesturing and babbling will be either a shiny trap or red Bomber. What you do from here depends on your character class.





Fig. 4-2. Wizard building a trap.

TRAPS

Wizards gain the ability to build traps in Episode 4.

Wizard traps are stationary devices. They can be picked up and moved by their creator but are otherwise intended to stay in a specific place. Wizards are only allowed four traps in multiplayer mode.

Your traps will be partially visible to other players or monsters; the vigilant will spot them, the careless will trip them. Remember that a Warrior can walk over a trap without tripping it by using the Tread Lightly skill.

When the trap is tripped, the spells execute in the order they were placed. If a particular spell requires charging time (i.e. Oblivion), that time will pass as the trap executes. Hence, it's a good idea to precede such spells with immobilizing spells (i.e. Slow, Confuse, Anchor).



BOMBERS

Conjurers gain the ability to summon Bombers in Episode 4.

Bombers function much like traps, but they are fully mobile. In fact, they are creatures that reside in your Conjurer's Creature Cage. Like other creatures, they can be set to guard a specific location, hunt for enemies, or escort you. You may also Observe the Bomber as it hunts or guards, allowing you to scout beyond your character's own field of view.

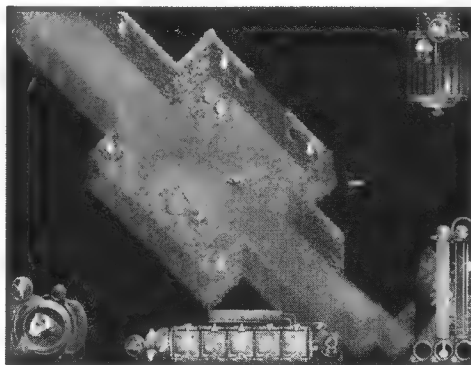


Fig. 4-3. Bomber in Observe mode.

When the Bomber acquires and touches a target, it detonates, launching each spell in turn. Again, remember that Warriors can avoid Bombers by invoking their Tread Lightly skill.

Conjurers may have up to four Bombers circulating at once. If you have four, however, you won't be able to summon any other creatures; each Bomber takes up one small slot in your Creature Cage.



SAMPLE TRAPS AND BOMBERS

Try these devious devices on for size. They are among the favorites at Westwood and will serve you well in the appropriate circumstances. They are not, by any stretch, the only combos you can use, but they're a very good place to start.

- ♣ **Stun + Force of Nature:** Not as harsh as it seems, but good.
- ♣ **Stun + Meteor + Poison:** Works well against Wizards.
- ♣ **Stun + Toxic Cloud:** Poisoning can be a secret weapon.
- ♣ **Stun + Poison + Toxic Cloud:** Double poisoning.
- ♣ **Meteor + Poison + Pixie Swarm:** Fun to watch.

WIZARD

- ♣ **Slow + Fireball:** Place trap in narrow hall where fireball can also cause splash damage when it hits opposite wall.
- ♣ **Shock + Magic Missile + Fireball:** Very high Mana cost, but it's a brutal combo.
- ♣ **Anchor + Slow + Obliteration:** Very good against magic users, but still easy to escape due to long charge time.
- ♣ **Anchor + Obliteration + Wall:** Very tricky when wall contains victim in corner. No escape.
- ♣ **Fumble + Confuse + Teleport to Target:** Drop the victim, disarmed and confused, in lava.
- ♣ **Fumble + Blink + Confuse:** Great defensive trap in capture the flag games. Sends the victim unarmed to a random location.

SPELL SETS

Conjurers and Wizards can establish five Spell Sets in their Spell bars. These sets of five spells provide a quick organizational system for your growing array of magical abilities.

BUILDING SPELL SETS

To add a spell to a set in solo play, open your inventory and click on the spell book. Your Book of Knowledge automatically opens to a page describing that spell; drag the spell's icon to any spot on the spell bar to add it. Note: if you have open spaces on the bar, the glyph will be added automatically. Consult your manual for more details on configuring the spell bar.

In multiplayer games, you begin the game with all spells. Take some time in the meeting room or via observer mode in the game to arrange the five sets with all the spells you want to access quickly. Saving your multiplayer character preserves these sets.

CONJURER

- ♣ **Stun + Meteor:** Decent damage and it rarely misses.
- ♣ **Stun + Fist:** Less certain but greater damage.
- ♣ **Stun + Meteor + Fist:** Just to be sure.





Spells can appear in multiple Spell Sets if you like and you can even include glyphs for summoning different types of creatures. (After you get the Summon spell, you can drag the creatures' glyphs from the Book of Knowledge to your Spell bar.)

ORGANIZING SPELL SETS

This is primarily a matter of personal preference. If you like to have themes to your sets,

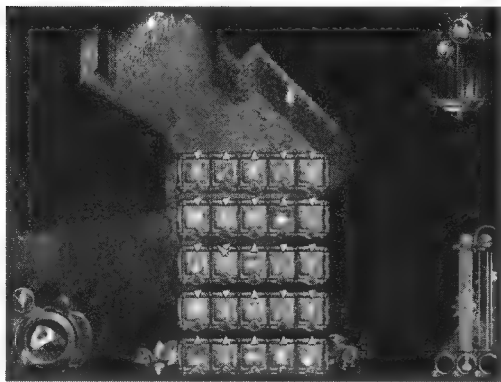


Fig. 4-4. All five spell sets.

go wild. For instance, one bar can be medical care, another can be protection spells, another missile attacks, etc. Some players keep crucial spells on all five sets so they never need to worry about which set they are looking at; the right spell is always on the same key.



SPELL SET HOT KEYS

Each spell on a set has a corresponding hot key—either **A**, **S**, **D**, **F**, or **G**. You switch to the next or previous Spell Set by pressing **E** or **W** respectively. You may also quickly bring up a Spell Set by pressing **R** repeatedly according to the number of the Spell Set (for example, pressing **R** three times brings up Spell Set 3).

The best spell casters, however, never look at their Spell Sets once they're set up. To have quick access to all twenty-five spell slots, you can use the Spell Set Scrolling keys (**W**, **E**, and **R**) as prefixes to the spell you want.

Let's say you have your Fist of Vengeance spell on Spell Set 2, hot key **F**. You would then memorize the spell's hot key not as simply **F** but **R R F**. You will be amazed by the difference this little trick makes.

This method becomes less effective with spells on Sets 4 and 5 for which you'd have to press up to six keys to activate a spell. To minimize keystrokes, only use the repeated **R** key as a prefix for the first three sets. For Sets 4 and 5, use the previous Spell Set key (**W**) as part of the hot key combo).

Two examples: Dispel Undead is on Spell Set 4, hot key **D** and Fumble is on Spell Set 5, hot key **F**. The hot key combo for each spell would be **R W W D** and **R W F** where **R** resets the Spell Sets to Set 1 and the following keys indicate the bar and spell. With this system, no spell will ever require more than four keystrokes.



BEAST SCROLLS AND BASIC CHARMING AND SUMMONING

Beast Scrolls can be found in the course of adventuring and from several shops in Nox.

For all classes, Beast Scrolls provide field guides to many of the monsters you will face. Beyond this basic function, what these Scrolls do depends on your character class.

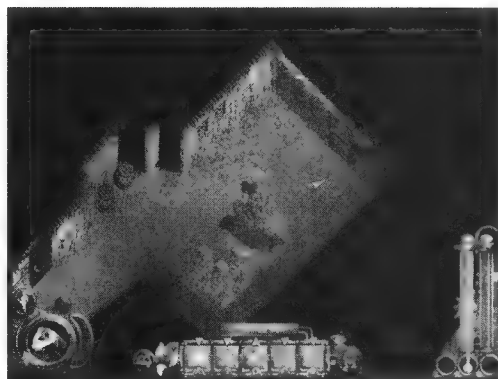


Fig. 4-5. A beast coming into being.

WARRIORS AND WIZARDS

If you are playing as a Wizard or a Warrior, finding a Beast Scroll gives you enhanced damage against all beasts of that type. You need only find one Scroll for this enhancement to take hold and getting additional Scrolls does not increase the damage. As such, only purchase Scrolls that are unavailable in the field of play or ones that you will need long before you are scheduled to find one.

CONJURERS

If, on the other hand, you are playing with that master of the wild, The Conjuror, Beast Scrolls serve a much more powerful purpose. In order to use the Charm Creature and Summon Creature spells, you must have a Beast Scroll for each beast type you want to charm or summon. Casting Charm Creature on a Wolf without possessing the Wolf Scroll, for

example, will have no effect. You need find only one Scroll of each type to gain full access to its power.

CHARMING VS. SUMMONING

Charming a creature involves turning an existing creature to your will. Summoning, on the other hand, involves creating an entirely new creature that will obey your commands.

Summoning is a much more difficult, costly, and powerful skill. You gain the ability to Charm in Episode 2 and the ability to Summon in Episode 8.



CHAPTER 5

MONSTERS OF NOX

From the lowliest insect to the most powerful sorceress, it seems almost everyone in Nox is after your hide. That's because, for the most part, they are. To get a handle on the threats each creature poses, consult this handy directory of evil whenever you meet a new foe.

You can see each foe's home region, Experience points, Health, damage, and attack method. You will also see the amount of room it occupies in your Conjuror's Creature Cage—if the creature cannot be charmed or summoned, that line is not applicable. The description that follows each entry will assess the creature both as a foe and as an ally (for the Conjurors).

ANIMALS

BAT

- ♣ Home: Caverns
- ♣ Experience: 8,000
- ♣ Health: 8
- ♣ Damage (melee): 1
- ♣ Attack(s): Bite
- ♣ Creature Cage Size: Small

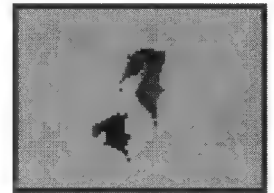
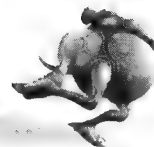


Fig. 5-1. Bat.

Single Bats are no problem—a smack with a simple Wooden Staff will do the trick. Don't waste Arrows/Shuriken on Bats; they're too hard to hit and projectiles are too precious. Bats become a major threat only when allowed to swarm; run to get them in a group and deal with them quickly.

Because of their lack of a ranged attack, Bats don't make very good escorts unless you keep a swarm of four. And that's not a very efficient use of your Cage.





BLACK BEAR

- ♣ **Home:** Forests
- ♣ **Experience:** 36,000
- ♣ **Health:** 50
- ♣ **Damage (melee):** 18
- ♣ **Attack(s):** Crush
- ♣ **Creature Cage Size:** Medium

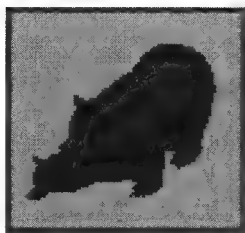


Fig. 5-2. Black Bear.

The Black Bear is not much of a threat, but you wouldn't want it to hug you. Your best bet is a rush-attack-retreat or a ranged attack; they do only moderate damage but have pretty good Health, so you don't want to go toe-to-toe.

As summoned creatures, Black Bears give you good endurance for the Mana. They make good guards and escorts but slow hunters.

BLACK WOLF

- ♣ **Home:** Wastelands
- ♣ **Experience:** 100,000
- ♣ **Health:** 120
- ♣ **Damage (melee):** 24
- ♣ **Attack(s):** Bite
- ♣ **Creature Cage Size:** Medium

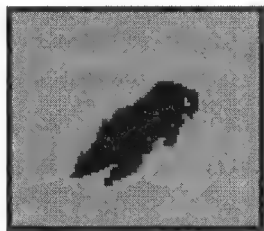


Fig. 5-3. Black Wolf.

Very bad dog! Fast and furious, the Black Wolf is second only to the Grizzly among beasts of the field. Beware them alone, but especially in packs. You will not live long trying to fight

standing still (their bite is over twice as harsh as the White variety's), so be ready to attack and retreat or fire from afar. Like all wolves, they will retreat when seriously injured; put them to sleep as they run off.

The Black Wolf is strong as an ally in all categories. Its only weakness is its relatively low damage rating. Speed, Health, and relatively low Mana cost make this beast a good blue collar choice. Keep a pair as escorts for real fun.

CAVE SPIDER

- ♣ **Home:** Caverns
- ♣ **Experience:** 20,000
- ♣ **Health:** 10
- ♣ **Damage (melee):** 3
- ♣ **Attack(s):** Bite, Poison
- ♣ **Creature Cage Size:** Medium



Fig. 5-4. Cave Spider.

These large, albino arachnids would be no problem if not for their poisonous bite. Chop them up quickly or puncture them from a distance.

As an ally, a pair of Cave Spiders can be useful. Their Speed can overwhelm a foe already on the run and the poison is a bonus. Plus, they don't take much to charm so they're basically disposable.





GIANT LEECH

- ♣ **Home:** Sewers
- ♣ **Experience:** 12,000
- ♣ **Health:** 20
- ♣ **Damage (melee):** 10
- ♣ **Attack(s):** Bite
- ♣ **Creature Cage Size:** Medium

Leeches are very slow and not too hearty. Their bite is moderate among the animals (better than the basic Wolf). As with most animals, don't let them surround you.

Who wants a Leech as a friend? They are too slow to be escorts or hunters and don't do enough damage to make good guards. Plus, they take up half your Cage. Don't bother.



Fig. 5-5. Giant Leech.

coat of the gentler variety, do all your work from beyond their attack zone. They are quicker, more punishing, and five times as durable as Black Bears.

Grizzlies do make very fine friends. They are durable (only a few standard monsters have more Health) and do respectable damage. They are still limited to close range attacks though, so put them in guard mode in close quarters or around corners.

POISONOUS SPIDER

- ♣ **Home:** Wilderness
- ♣ **Experience:** 20,000
- ♣ **Health:** 12
- ♣ **Damage (melee):** 3
- ♣ **Attack(s):** Bite, Poison
- ♣ **Creature Cage Size:** Medium



Fig. 5-7. Poisonous Spider.

This largest of all Spiders can be hard to see in the dark. Just keep your eyes peeled for the big red hourglass on its belly . . . then run. With a very poisonous and painful bite, you will want to keep these black widows at a distance.

If you need to use a Spider, this is your best choice. It's a bit more durable than the Cave Spider and packs a bigger poison dose.

SCORPION

- ♣ **Home:** Caverns
- ♣ **Experience:** 40,000
- ♣ **Health:** 50



Fig. 5-8. Scorpion

GRIZZLY BEAR

- ♣ **Home:** Forests
- ♣ **Experience:** 70,000
- ♣ **Health:** 200

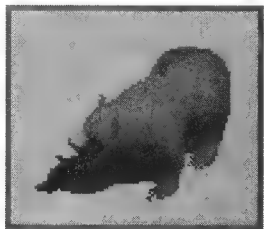


Fig. 5-6. Grizzly Bear.

- ♣ **Damage (melee):** 45
- ♣ **Attack(s):** Crush
- ♣ **Creature Cage Size:** Medium.

Grizzlies are not to be trifled with. When you see their brown coat rather than the black





- ♣ **Damage (melee):** 18
- ♣ **Attack(s):** Claw, Poison
- ♣ **Creature Cage Size:** Medium

Scorpions should be handled with care even if they're way too big to sneak into your sleeping bag. These monstrosities are bad news, doing as much damage as a Black Bear (with the same Health too), but faster and with a poisonous kicker. Stay out of stinger range if possible; otherwise, charge and retreat to keep from going green.

Scorpions are among your best guards, but only in tight spaces where retreat will be difficult.

SMALL CAVE SPIDER

- ♣ **Home:** Caverns
- ♣ **Experience:** 5,000
- ♣ **Health:** 1
- ♣ **Damage (melee):** 1
- ♣ **Attack(s):** Bite
- ♣ **Creature Cage Size:** Small

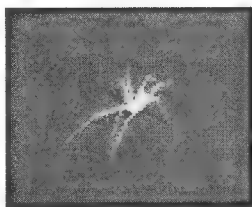


Fig. 5-9. Small Cave Spider.

The weakest foe in the game. There's a special place in the underworld for players lame enough to be killed by this insect. Still, don't let them get into large groups; you're pride will hurt more than your body.

As allies, they're basically useless. A swarm of four can be effective and very inexpensive but you have better things to do with your Creature Cage.

SMALL SPIDER

- ♣ **Home:** Forests
- ♣ **Experience:** 7,000
- ♣ **Health:** 4
- ♣ **Damage (melee):** 1
- ♣ **Attack(s):** Bite
- ♣ **Creature Cage Size:** Small



Fig. 5-10. Small Spider.

A small, dark-colored Spider, this variety is almost identical to its cave-dwelling cousin. It's a bit heartier but otherwise all the same rules apply. In other words, they're no hassle except (maybe) in large groups.

Summoning four of them can be an effective strategy.

SPITTING SPIDER

- ♣ **Home:** Caverns
- ♣ **Experience:** 20,000
- ♣ **Health:** 10
- ♣ **Damage (melee):** 3
- ♣ **Attack(s):** Missile, Bite, Poison
- ♣ **Creature Cage Size:** Small



Fig. 5-11. Spitting Spider.

The most dangerous of all Spiders. Its statistics are exactly like the Cave Spiders, but it has a long-range attack to





boot. The Spitter fires a sticky wad of web over long distances and at disarming Speed. Victims are temporarily hampered by its effects (like being hit with a Slow spell) as it rushes in to dip its poison fangs into them.

You'd be proud to use a Spitter. Their long-range attack has several applications. For example, you can use the attack of a guarding Spitter to set up a Bomber with three powerful spells (no need for the Slow spell to start the chain). Put them behind windows for sniper attacks. They are most useful as guards.

WASP

- ♣ **Home:** Forests
- ♣ **Experience:** 8,000
- ♣ **Health:** 4
- ♣ **Damage (melee):** 1
- ♣ **Attack(s):** Poison Sting
- ♣ **Creature Cage Size:** Small

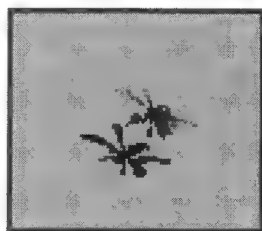


Fig. 5-12. Wasp.

Wasps are small and hard to hit and they deliver a light but poisonous sting. They also tend to travel in swarms. The brave can make it a habit to break open Wasp's nests for good-

ies (Wasps are great collectors) and a few more chances to be poisoned.

Use them in swarms of four to deliver poison. Set them to escort and they can occupy an enemy while you unload for the killing blow.



WHITE WOLF

- ♣ **Home:** Brin
- ♣ **Experience:** 32,000
- ♣ **Health:** 60
- ♣ **Damage (melee):** 11
- ♣ **Attack(s):** Bite
- ♣ **Creature Cage Size:** Medium

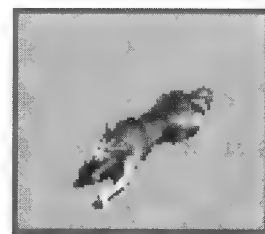


Fig. 5-13. White Wolf.

The White Wolf is one third more durable and powerful than the regular Wolf, making it a significant if not terrifying threat. It too will retreat when wounded; if you don't cut it down, it will return to attack at inopportune moments.

The White Wolf may be your best safe choice among the canine allies. It is not nearly as fearsome as the Black Wolf, but not as expensive either. Good for all uses except guarding (for which it is neither tough nor threatening enough).

WOLF

- ♣ **Home:** Forests
- ♣ **Experience:** 18,000
- ♣ **Health:** 40
- ♣ **Damage (melee):** 8
- ♣ **Attack(s):** Bite
- ♣ **Creature Cage Size:** Medium

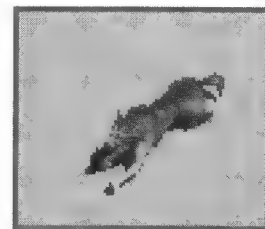


Fig. 5-14. Wolf.

Basic Wolves are a serious threat early in your quest. They are quick and attack repeatedly.



The good news is that they retreat when wounded, giving you a chance to finish them off safely.

Wolves are excellent scouts, hunters, and escorts, but this light duty variety won't get very far.

PLANTS

CARNIVOROUS PLANT

- ♣ **Home:** Swamp
- ♣ **Experience:** 80,000
- ♣ **Health:** 100
- ♣ **Damage (melee):** 100
- ♣ **Attack(s):** Bite
- ♣ **Creature Cage Size:** Large

The Carnivorous Plant is a giant Venus Flytrap. It can't move, so sniping it from afar is a sure bet—though you will go through several projectiles or a lot of Mana. Still, they have ways of popping up unexpectedly (as, for example, a wall during a nasty boss fight). No standard monster can do more damage in one strike.

As allies, they make great guards but only in small rooms with no windows (no sniping). Place them around corners for a nearly one-hit kill. As a downside, Carnivorous Plants fill your entire Cage.

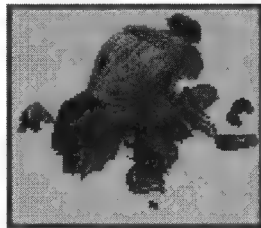


Fig. 5-15. Carnivorous Plant.

POLYP

- ♣ **Home:** Swamp
- ♣ **Experience:** N/A
- ♣ **Health:** N/A
- ♣ **Damage (melee):** N/A
- ♣ **Attack(s):** Toxic Cloud
- ♣ **Creature Cage Size:** N/A

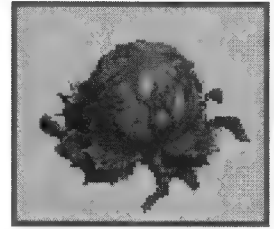


Fig. 5-16. Polyp.

Polyps are more environmental hazards than monsters. They are planted in the ground and can't initiate attacks, but they do release a cloud of poisonous gas if damaged. Their greatest threat to you comes if they're accidentally broken in a fight with another creature. You could find yourself on the defensive and poisoned, too.

UNDEAD

Remember that undead creatures are not affected by Toxic Cloud because they don't breathe. Also, remember to use the overpowering Dispel Undead spell once you get it (Level 9).

GHOST

- ♣ **Home:** Tomb of Valor
- ♣ **Experience:** 20,000
- ♣ **Health:** 12
- ♣ **Damage (melee):** 4





PRIMA'S OFFICIAL STRATEGY GUIDE

- ♣ **Attack(s):**
Touch
- ♣ **Creature Cage**
Size: Small

Ghosts are not very dangerous on their own, but they have a way of making you a sitting duck for other monsters. Their touch imparts a modicum of damage but also temporarily stuns you. They also become invisible immediately after an attack, making pursuit difficult.

Ghosts are a great stealth weapon. Pair them with a good medium creature or two pesky small ones (Urchins). The Ghosts set 'em up and the others knock 'em down.



Fig. 5-17. Ghost.

and can summon Ghosts. Dispel Dead is your best weapon.

LICH LORD

- ♣ **Home:** Land of the Dead
- ♣ **Experience:**
150,000
- ♣ **Health:** 500
- ♣ **Damage**
(melee): N/A
- ♣ **Attack(s):**
Spells, Magic Staff
- ♣ **Creature Cage Size:** N/A

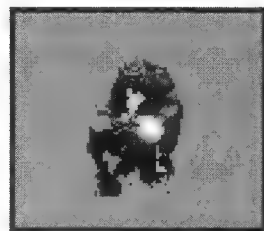


Fig. 5-19. Lich Lord.

Even more resilient than the standard Lich, the Lich Lord is a force of nature. As such, he carries the valuable Force of Nature Staff (fires unstable green balls that deal all but instant death). Beat him and you get to keep the staff. He, too, casts Meteor and Slow and can summon Ghosts. Use Dispel Dead, but you might have to do it more than once.

LICH

- ♣ **Home:** Land of the Dead
- ♣ **Experience:**
120,000
- ♣ **Health:** 300
- ♣ **Damage**
(melee): N/A
- ♣ **Attack(s):** Spells

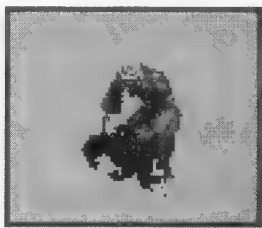


Fig. 5-18. Lich.

- ♣ **Creature Cage**
Size: N/A

The Lich, like the Necromancer, is an undead spell caster but a much tougher one. They don't have the Speed of the crafty Necromancer, but they are much stronger. Casts Meteor and Slow

NECROMANCER

- ♣ **Home:** Land of the Dead
- ♣ **Experience:**
105,000
- ♣ **Health:** 200
- ♣ **Damage**
(melee): N/A
- ♣ **Attack(s):**
Spells
- ♣ **Creature Cage**
Size: N/A

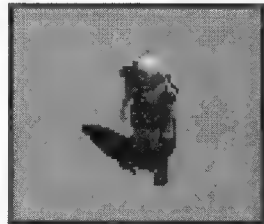
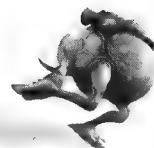


Fig. 5-20. Necromancer.

As a sorcerer, the Necromancer has no physical attacks but he is one of your toughest foes,





equipped with Fireball, Confuse, Missiles of Magic, Slow, and Invisibilty. Use Infravision or Eye of the Wolf to expose him when he is invisible or use tracking spells that can track him when he is invisible. Dispel Undead can drain him in one fell swoop.

SHADE

- ♣ **Home:** Swamp
- ♣ **Experience:** 90,000
- ♣ **Health:** 100
- ♣ **Damage (melee):** 15
- ♣ **Attack(s):** Claw
- ♣ **Creature Cage Size:** Medium

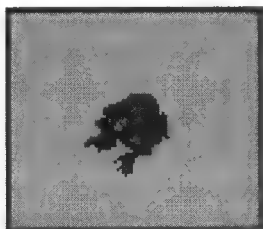


Fig. 5-21. Shade.

Shades can only attack from close range, but that limitation belies how dangerous they can be. They're very quick of foot and tend to attack in dark places where you feel the claws before you see the Shade. Shed some light in dark corners (especially in the swamps) to counteract the Shade's camouflage advantage.

Shades make excellent hunters and scouts. Use them with a pair of annoying small creatures (Imps or Urchins) to create a lethal team.

SKELETON

- ♣ **Home:** Crypts
- ♣ **Experience:** 25,000
- ♣ **Health:** 40
- ♣ **Damage (melee):** 8
- ♣ **Attack(s):** Sword, Shield
- ♣ **Creature Cage Size:** Medium

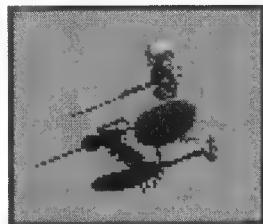


Fig. 5-22. Skeleton.

Skeletons are not statistically fearsome, but have some sneaky tricks that make them cagey opponents. Though they fall apart fairly easily, they can be hard to hit because of their effective shield use. The shield is particularly troublesome when using projectiles; to combat this, fire to get the Skeleton to raise the shield and immediately fire again as he lowers it. From close range, use a low-stamina weapon that will allow you to attack and quickly attack again as the shield comes down.

Skeletons make excellent allies. They take up two Cage slots, but they are difficult to kill due to their competent self-defense.

SKELETON LORD

- ♣ **Home:** Tomb of Valor
- ♣ **Experience:** 50,000
- ♣ **Health:** 70
- ♣ **Damage (melee):** 10
- ♣ **Attack(s):** Sword, Shield
- ♣ **Creature Cage Size:** Medium

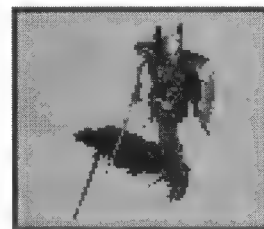


Fig. 5-23. Skeleton Lord.

The Skeleton Lord has all the same Strengths and weaknesses as the Skeleton but is better armed, faster, and almost twice as durable.

Skeleton Lords make even better allies than regular Skeletons due to their defense and Speed. They are more





expensive than the normal variety, though, and you may not think the Mana difference is worth the extra Speed and Strength.

VILE ZOMBIE

- ♣ **Home:** Swamp
- ♣ **Experience:** 90,000
- ♣ **Health:** 150
- ♣ **Damage (melee):** 15
- ♣ **Attack(s):** Claw, Resurrect, Poison
- ♣ **Creature Cage Size:** Medium

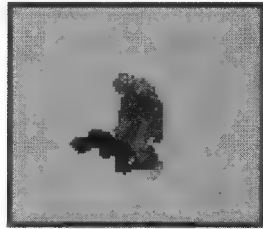


Fig. 5-24. Vile Zombie.

Vile Zombies can only be permanently killed with fire (they resurrect from any other attack) but don't attack much more effectively than the equally slow regular Zombies. They do, however, come with *five times* the Health and the ability to pass on virulent infection with their claw swipes.

Even with their considerable Health, Vile Zombies aren't much more appealing as allies than their non-poisonous brethren. They can make good guards, but there are better choices.

ZOMBIE

- ♣ **Home:** Tomb of Valor
- ♣ **Experience:** 30,000
- ♣ **Health:** 30
- ♣ **Damage (melee):** 9
- ♣ **Attack(s):** Claw, Resurrection
- ♣ **Creature Cage Size:** Medium

These undead heaps of rotting flesh require some special attention. It should go without saying that you should avoid as best you can their medium-weak claw attack. It's what you do to them, however, that's important. Simply "killing" a Zombie is not enough; he'll just get back up in a moment. To banish Zombies entirely, you must set them on fire. You can use weapons enchanted with fire damage or any of several fire-based magic spells.

As allies, Zombies are not very effective. Their partial immortality makes them somewhat appealing, but only Warriors will be potentially without some kind of fire attack. Don't bother.

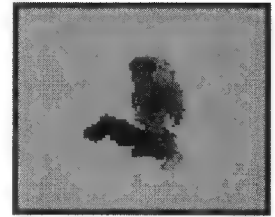


Fig. 5-25. Zombie.

HUMANS

BANDIT

- ♣ **Home:** Wilderness
- ♣ **Experience:** 18,000
- ♣ **Health:** 30
- ♣ **Damage (melee):** 6
- ♣ **Attack(s):** Sword
- ♣ **Creature Cage Size:** N/A

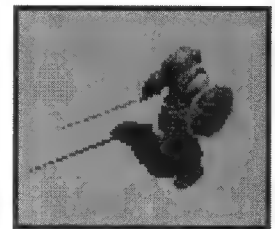


Fig. 5-26. Bandit.

Bandits are mere thugs lurking in the woods. Unfortunately, the first time you meet them, you are not yet ideally suited to battling thugs lurking in the woods. Still, you can hold your own. Bandits are quick but don't do much





damage with their basic weaponry and don't have an overpowering amount of Health. You can beat them in a straight fight.

BANDIT ARCHER

- ♣ **Home:** Wilderness
- ♣ **Experience:** 18,000
- ♣ **Health:** 30
- ♣ **Damage (melee):** N/A
- ♣ **Attack(s):** Arrow
- ♣ **Creature Cage Size:** N/A

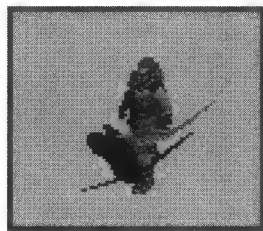


Fig. 5-27. Bandit Archer.

Bandit Archers are built precisely like their Sword-wielding compatriots. To combat their medium-quick Arrow launches, rush them, stopping to absorb shots with your shield if you have one. Once you get them at ultra-close range, they cannot target you. Be sure to collect their weapons and Arrows to use or sell.

WARRIORS

- ♣ **Home:** Dun Mir
- ♣ **Experience:** 90,000
- ♣ **Health:** Variable
- ♣ **Damage (melee):** Variable
- ♣ **Attack(s):** Swords
- ♣ **Creature Cage Size:** N/A

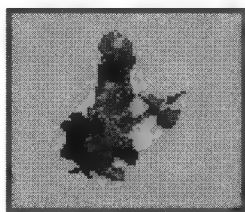


Fig. 5-28. Warriors.

Wizards must infiltrate the Fortress of Horrendous to steal the Lord's Halberd in Episode 6. You will have to fight legions of human Warriors to get to Horrendous' inner sanctum, but

you may use your Invisibility to avoid most fights. Warriors come with a variety of stats, armor, and weaponry. Consult Chapter 38 for details.

WIZARDS

- ♣ **Home:** Tower of Illusion
- ♣ **Experience:** 90,000
- ♣ **Health:** Variable
- ♣ **Damage (melee):** Variable
- ♣ **Attack(s):** Spells
- ♣ **Creature Cage Size:** N/A

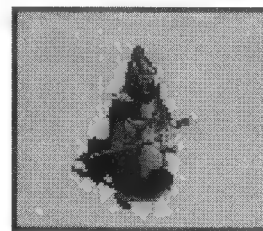


Fig. 5-29. Wizards.

If you try to enter the Tower of Illusion as a Warrior (Episode 7), you will face several varieties of Wizards (with variable Health and spells). Consult Chapter 13 for details. No other character classes fight Wizards.

SUPERNATURAL CREATURES

BEHOLDER

- ♣ **Home:** Temple of Ix
- ♣ **Experience:** 85,000
- ♣ **Health:** 150
- ♣ **Damage (melee):** N/A
- ♣ **Attack(s):** Spells





♣ Creature Cage Size: Large

The Beholder is a fearsome creature to . . . well, behold. This giant eye can not only fly, but comes equipped with Energy Bolt and Shock spells.

With its limited spell casting and high Health, the Beholder is a good friend to have around. It is, however, not a good guard: when it's approached, it will instinctively Blink to another location.

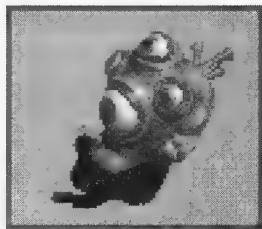


Fig. 5-30. Beholder.

since they only come with a single point of Health, it doesn't take much. You only gain Experience, however, if you kill a Bomber *before* it detonates.

DRYAD

- ♣ Home: Swamp
- ♣ Experience: 95,000
- ♣ Health: 160
- ♣ Damage (melee): N/A
- ♣ Attack(s): Spells
- ♣ Creature Cage Size: N/A

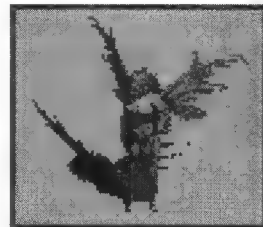


Fig. 5-32. Dryad.

BOMBER

- ♣ Home: Temple of Ix
- ♣ Experience: 10,000
- ♣ Health: 1
- ♣ Damage (melee): N/A
- ♣ Attack(s): Spells
- ♣ Creature Cage Size: Small

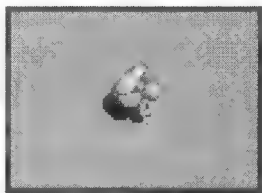


Fig. 5-31. Bomber.

The Dryad is a kind of Forest Nymph. If that calls up images of fairies and frolicking forest creatures, then the Dryad's already got the drop on you. This is no sweet fairy; this is one mean spell caster. The Dryad can summon Carnivorous Plants and Pixie Swarms to do its bidding.

GARGOYLE

- ♣ Home: Land of the Dead
- ♣ Experience: 110,000
- ♣ Health: 40
- ♣ Damage (melee): N/A
- ♣ Attack(s): Archer
- ♣ Creature Cage Size: Medium

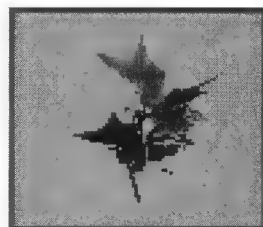


Fig. 5-33. Gargoyle.

Generally, Bombers are small, mobile creatures that are enchanted with up to three magic spells; when they find a target, they detonate, launching all component spells in turn. The full lowdown on Bombers appears in Chapter 4. You will, however, face some Bombers in the solo game. They can be easily destroyed and

Think of Gargoyles as Cupid with an axe to grind. They have an endless supply of Arrows





and the desire to use them on you. The best way to combat them is to rush into ultra-close range where they cannot target you.

As allies, Gargoyles are great hunters and escorts and can be set to guard behind windows from which they'll snipe at anyone who passes.

IMP

- ♣ **Home:** Underworld
- ♣ **Experience:** 13,000
- ♣ **Health:** 8
- ♣ **Damage (melee):** N/A
- ♣ **Attack(s):** Flare Missiles
- ♣ **Creature Cage Size:** Small

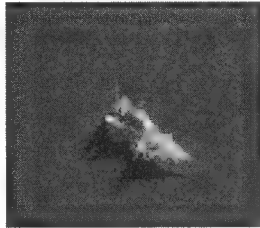


Fig. 5-34. Imp.

Imps are a flying menace, especially in groups. They fire flare missiles like those produced by the Sulphurous Flare Staff; not enough to kill you quickly but a dangerous annoyance nonetheless. Ranged weapons are your best bet against them.

On your side, Imps are wonderful escorts and make good hunters when in packs. Like Gargoyles, you can set them to defend behind a line of windows to create a brutal gauntlet.

Mimic

- ♣ **Home:** Temple of Ix
- ♣ **Experience:** 90,000
- ♣ **Health:** 300
- ♣ **Damage (melee):** 60



Fig. 5-35. Mimic.

- ♣ **Attack(s):** Claw
- ♣ **Creature Cage Size:** Large

Mimics are large, powerful creatures that strike with a thundering hit if you get close enough. Mimics' most effective skill, however, is their ability to disguise themselves as treasure chests. There are several ways to spot a faux treasure chest. If one appears in a formerly empty place, it's a Mimic. If you put your cursor over the chest and it's surrounded by a red targeting circle rather than a hand icon, it's a Mimic. A run-and-strike or long distance approach is your advised tactic with Mimics, but watch their tremendous Speed. You can avoid most Mimics altogether if you give them wide berth.

As allies, Mimics are a mixed bag. On the one hand, they are fast, strong, and very durable. This makes them quite effective in solo games. In multiplayer, however, their mimicry skills actually give them away—though they'd make great guards, there *are no treasure chests* in multiplayer games. Therefore, anyone who sees one will probably not approach it. Translation: waste of Mana.

OGRE

- ♣ **Home:** Grok Torr
- ♣ **Experience:** 60,000
- ♣ **Health:** 90
- ♣ **Damage (melee):** 20
- ♣ **Attack(s):** Fist
- ♣ **Creature Cage Size:** Medium

Me no need weapons; me Ogre! Yes, the male of the Ogre species is a





confident sort, but none too bright. With stats like his, however, who are we to argue? The Ogre is a solidly built, medium-paced foe with strong, close-up physical attacks.

You are advised to keep Ogre at a safe distance and never let yourself be attacked by two at once.

When it comes to allying with an Ogre, you really can't lose. They are strong allies and serve well as guards, escorts, and hunters. Their lack of a long-range attack, however, leaves them not much above mediocre.

OGRE LORD

- ♣ **Home:** Grok Torr
- ♣ **Experience:** 90,000
- ♣ **Health:** 130
- ♣ **Damage (melee):** 32
- ♣ **Attack(s):** Fist, Shuriken

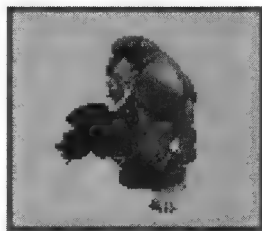


Fig. 5-36. Ogre.



Fig. 5-37. Ogre Lord.

- ♣ **Creature Cage Size:** Medium

The Ogre Lord is superior in every way to his two underling variations. He is quicker, stronger, and considerably more durable than either the Ogre or Ogress. To complement his similar

but more powerful short game, however, he has an endless supply of nasty Shuriken. This makes it very hard to fight him any way but toe-to-toe; try to curb the urge.

Try to work an Ogre Lord into your party at any opportunity. He takes a while to summon/charm, but it's worth it. For your Mana, you get a complete player. He is the most well-rounded creature in your arsenal.

OGRESS

- ♣ **Home:** Grok Torr
- ♣ **Experience:** 40,000
- ♣ **Health:** 60
- ♣ **Damage (melee):** 12
- ♣ **Attack(s):** Axe
- ♣ **Creature Cage Size:** Medium

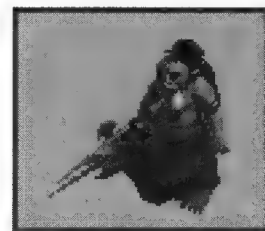
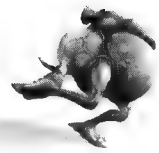


Fig. 5-38. Ogress.

The Ogress is similar to the Ogre, with slightly lower attribute scores (40,000 Experience to the Ogre's 60,000). They do seem a bit quicker and can swing an Axe (a skill beyond the capabilities of their male counterparts), but are otherwise very similar. Fight them from far off just to be safe, but don't be too afraid to mix it up with them.

You could do a lot worse than the Ogress. Like the Ogre, she is good to have around, but don't go out of your way to get her or banish a loyal beast to make room for her. If you're going to go for her, however, you might as well invest in one of the pricier models.





STONE GOLEM

- ♣ **Home:** Temple of Ix
- ♣ **Experience:** 120,000
- ♣ **Health:** 300
- ♣ **Damage (melee):** 60
- ♣ **Attack(s):** Crush
- ♣ **Creature Cage Size:** Large

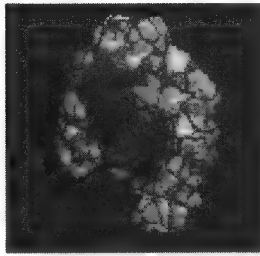


Fig. 5-39. Stone Golem.

The Stone Golem is a sight to behold. That it can move at all seems a miracle of nature, or at least magic. Move they do, though not quickly. If they catch up to you, your work will be done here. With a fist that packs 60 HP damage in one blow, it should be obvious how to approach these deadly statues: from *very* far away. Run to get some distance between you and then unleash your strongest long-range assault. Don't give in to the temptation to play run and peck with the Stone Golems.

The Stone Golem is one of your best guardians. Get him into your party and plant him right next to the door of a room containing something important (i.e. Wand of Death).

TROLL

- ♣ **Home:** Caverns
- ♣ **Experience:** 20,000
- ♣ **Health:** 20
- ♣ **Damage (melee):** 5

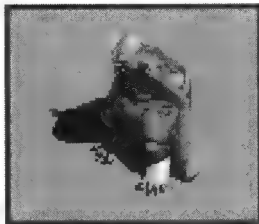


Fig. 5-40. Troll.

- ♣ **Attack(s):** Kick, Poison
- ♣ **Creature Cage Size:** Medium

The Troll is a hulking, plodding beast equipped with a punishing kick attack. As if nature weren't cruel enough to it, the Troll is even repulsive after death: a dead Troll will leave behind a cloud of Toxic Gas (we won't even speculate exactly from where it emits). You will have a brief interval before this cloud spreads, so run past any Troll corpse quickly or you'll have to wait until the cloud disperses.

Though good for a few giggles, the Troll is not a very useful companion. In solo play, he is a serviceable escort, but do not hesitate to banish him when you find something better. In multiplayer games, he is more a liability than an aid.

URCHIN

- ♣ **Home:** Caverns
- ♣ **Experience:** 11,000
- ♣ **Health:** 8
- ♣ **Damage (melee):** N/A
- ♣ **Attack(s):** Rocks
- ♣ **Creature Cage Size:** Small

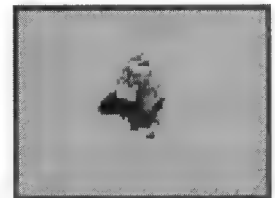


Fig. 5-41. Urchin.

The Urchin's diminutive size disguises his true potential for havoc. This little pest hurls rocks at you mercilessly and will turn and flee at the slightest retaliation; when it achieves proper





distance, it will resume hurling. It is very easy to fall into the trap of obsessively chasing Urchins as they run—but they have a funny way of leading you to other dangers as they retreat. Battle them with long-range weapons (they can, however, dodge very well) or corner them and pound them with your Sword. Do not let them gang up on you or they can cause very serious damage.

Urchins are the secret weapon of the Conjuror. In both modes of play, a pair of Urchins is your ace in the hole. Use them in conjunction with a good, average creature or a pair of flying pests (Imps or Mechanical Flyers) and have them escort you—they will engage and distract your enemy while you attack. One great use of Urchins is to put them in guard mode behind a row of windows—this creates a deadly gauntlet that few players will be able to escape unscathed.

URCHIN SHAMAN

- ♣ **Home:** Caverns
- ♣ **Experience:** 40,000
- ♣ **Health:** 40

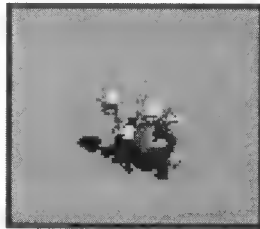


Fig. 5-42. Urchin Shaman.

- ♣ **Damage (melee):** N/A
- ♣ **Attack(s):** Spells
- ♣ **Creature Cage Size:** N/A



This magical Urchin hurls magic instead of rocks. You can always spot him by his long, white beard and the Pixie Swarms and Slow spells he hurls your way. Like his lesser brethren, he can dodge attacks very effectively and will flee if approached.

WILL 'O WISP

- ♣ **Home:** Dismal Swamp
- ♣ **Experience:** 100,000
- ♣ **Health:** 200
- ♣ **Damage (melee):** N/A
- ♣ **Attack(s):** Spell
- ♣ **Creature Cage Size:** Large

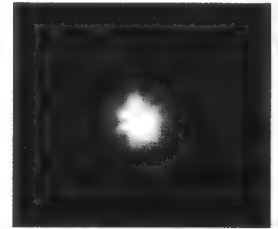
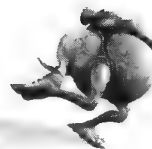


Fig. 5-43. Will 'O Wisp.

Wisps will not attack you unless provoked and will often lead you to secrets and goodies. They, however, are not your friends; remember that. Wisps will intentionally lead you to these prizes by the most dangerous routes; take their guidance with a grain of salt and follow them cautiously. If you do attack them (and they do offer lots of Experience), they will retaliate with Lightning.

A Wisp is a good ally, but will be the only creature you can support (it consume the entire Cage). Its Lightning spell and impressive Health makes it a good guard and it can hunt effectively if slowly.



MAN-MADE CREATURES

MECHANICAL FLYER

- ♣ Home: Galava
- ♣ Experience: 50,000
- ♣ Health: 10
- ♣ Damage (melee): N/A
- ♣ Attack(s): Archer
- ♣ Creature Cage Size: Small

The Flyer would make daVinci proud (if he were having a very bad day). This small contraption flitters about erratically and shoots Arrows with confounding Speed.

Like Imps, Flyers are very effective in packs of four or as a pair of companions for a good medium-sized creature. They are also good in a gauntlet setup like the one suggested for Urchins (guarding behind a row of windows).

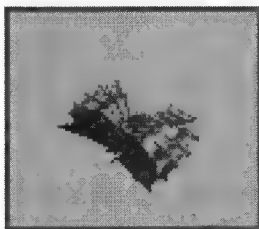


Fig. 5-44. Mechanical Flyer.



Fig. 5-45. Mechanical Golem.

derous close-range attack means nearly instant death. They are faster, heartier, and more powerful than Stone Golems. In fact, only Hecubah and the Lich Lord have more Health and only the Carnivorous Plant does more melee damage. They are, however, vulnerable to extra Shock Damage thanks to their metallic frame.

Mechanical Golems are the best guards you could wish for. They are, however, very slow to summon and cost a ton of Mana. You might prefer to go for the Stone Golem instead because any Wizard can zap your Mechanical Golem with Lightning and reduce him to rubble in short order.

MECHANICAL GOLEM

- ♣ Home: Land of the Dead
- ♣ Experience: 130,000
- ♣ Health: 400
- ♣ Damage (melee): 75
- ♣ Attack(s): Crush
- ♣ Creature Cage Size: Large

Like its stony counterpart, the Mechanical Golems are punishing opponents. Their thun-

DEMONS

DEMON LORD

- ♣ Home: Underworld
- ♣ Experience: 110,000
- ♣ Health: 200
- ♣ Damage (melee): N/A





- ♣ **Attack(s):** Spells
- ♣ **Creature Cage Size:** N/A

This captain of the underworld has quite a slate of fire-based spells. And he isn't shy about casting blazing assaults of Fireball, Burn, and Ring of Fire. He also casts Slow. Pile on fire protection armor and spells and keep on the move. Lords are immune to all fire attacks, so focus your efforts elsewhere.

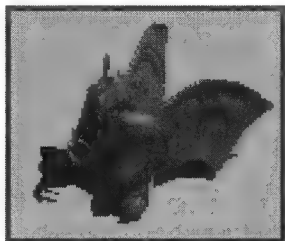


Fig. 5-46. Demon Lord.

EMBER DEMON

- ♣ **Home:** Underworld
- ♣ **Experience:** 60,000
- ♣ **Health:** 30
- ♣ **Damage (melee):** 10
- ♣ **Attack(s):** Fireball, Claw
- ♣ **Creature Cage Size:** Medium

This short demon is more dangerous than he looks. He hurls fireballs quickly and accurately from long range and digs in his claws up

close. Long-range attacks are the safest, but are hard to land against these artful dodgers. Ember Demons are immune to fire attacks. When you kill an Ember Demon, its body detonates, dealing one final dose of damage as it expires. Be at least half a screen away as they blow—you'll have a second or two to flee before one goes boom.

Ember Demons are good hunters and escorts. Since they can walk across lava, you can station them in unreachable places and let them attack and dodge at will.

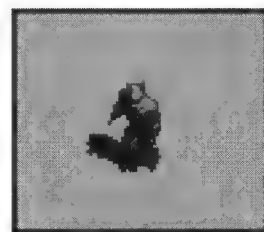


Fig. 5-47. Ember Demon.

BOSSES

The characteristics of several "Bosses" depend on the character class you've chosen. Therefore, the information you need to fight these enemies will appear in the appropriate walk-through.



CHAPTER 6

THE WORLD OF NOX

OBJECTS

Weapons and Armor are necessary accoutrements for your work in *Nox*, but you'll get nowhere if you ignore all the other tools available to keep you alive, well nourished, and wealthy. Make yourself familiar with each of these and search every environment for them.

CONTAINERS

Things tend to be stored in other things. Take nothing at its face value and always open stuff to see what's inside.



BARRELS, CRATES, COFFINS, ETC.

Several containers are breakable, and reveal treasure within as they shatter. The most common is the average wooden barrel (alone or in stacks). In other places, the Tomb of Valor, for example, rickety coffins serve the same function. Look too for wooden crates and Ogre sacks. Avoid containers with obvious metal reinforcements (like bands around the container's seams); they are unbreakable and will just damage your weapon.

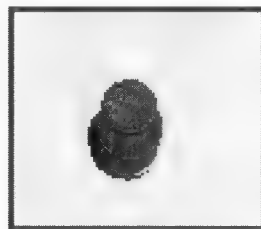


Fig. 6-1 Barrels.

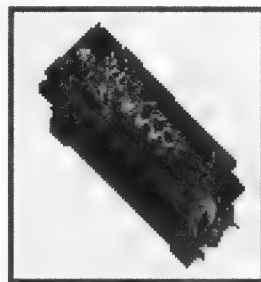


Fig. 6-2 Coffins.



TREASURE CHESTS, SARCOPHAGI, AND TREE STUMPS

Other containers open more easily. Treasure chests, sarcophagi, and tree stumps are three of the most common examples of these containers. To open them, point and

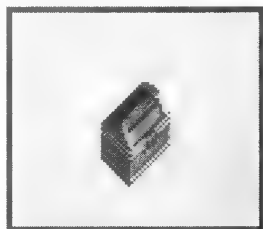


Fig. 6-3 Treasure Chest.

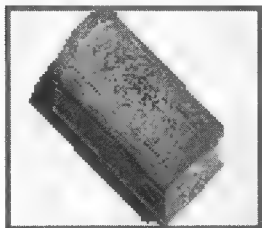


Fig. 6-4 Sarcophagi.

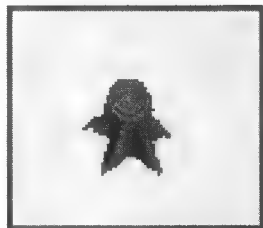


Fig. 6-5 Tree Stumps.

click when the Use hand appears or simply touch them. If there's anything inside, it will pop out.

HEALTH CARE

If you haven't got your Health, you haven't got anything. Keep an ample supply of all these important nourishments and cures.



POTIONS OF RESTORE HEALTH (RED)

Collect these potions for a quick gulp of Health. You will consume the potion immediately if your Health is low enough that consuming the entire potion brings you to less than full vitality. Otherwise, you store the potion in your inventory. It is easily accessible via the Quick Potion hot key (X). You *will not* automatically consume the potions in your inventory when you get low.



Fig. 6-6 Potion of Restore Health.

APPLE, MEAT, AND CIDER

Food items litter the land in Nox and are among the most common items stored in chests and barrels. If you can accept their benefit without waste, you will consume all

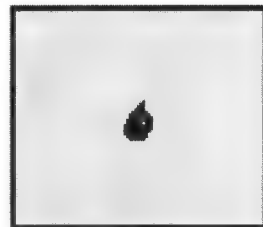


Fig. 6-7 Apple.

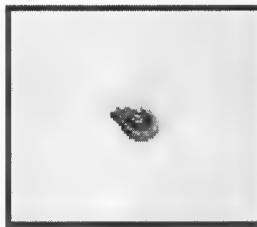


Fig. 6-8 Meat.

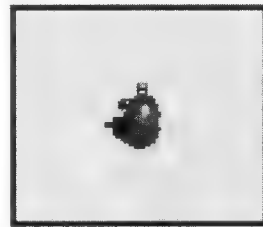


Fig. 6-9 Cider.



food items as you pick them up. If you are at full Health, however, or close enough that the food's advantage is more than you need, it will be stored in your inventory for later.

Apples provide the smallest dose of Health and Meat the most. Cider does provide nourishment, but has an intoxicating side effect; you'll find yourself confused for a short time. Only down the Cider if you really need it.

Note that charmed/summoned creatures, injured enemies, and injured non-player characters will consume food items you leave on the ground. If you are a Conjurer with creatures or are escorting a non-player character as part of a quest, you will want to drop inventoried food items on the ground for them to eat to heal.

WELL OF RESTORATION

Every civilized town in Nox is built with a Well of Restoration. One drink from this well and you'll be restored to full Health.

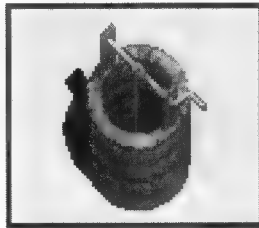


Fig. 6-10. Well of Restoration.

POTION OF CURE POISON (GREEN)

These vials of green liquid can banish even the most virulent poisons from your system. If you are already poisoned when you pick up a potion (your Health bar and Jack's complexion will turn a vivid green),

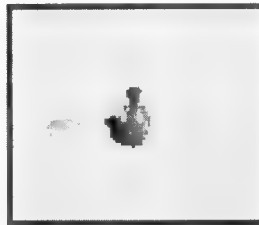


Fig. 6-11 Potion of Cure Poison.

you will consume it immediately. Otherwise, it will be added to your inventory. Any Green Potions you own will be accessible through the Quick Potion hot key (Z).

MUSHROOM

When there are no potions about, you cure yourself by eating one of these medicinal mushrooms. Beware, however, its hallucinatory side effects; you'll be confused for a moment. You can cure poisoned charmed/summoned creatures or poisoned non-player characters by dropping mushrooms on the ground.

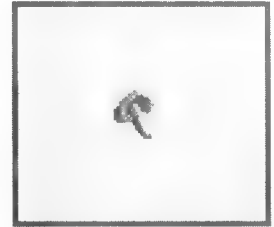


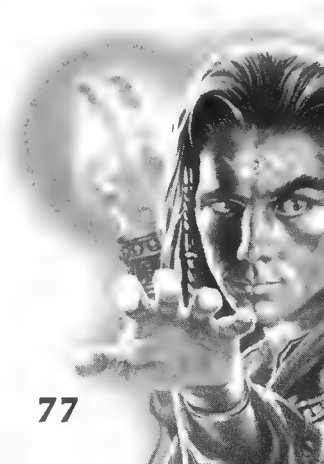
Fig. 6-12 Mushroom.

MAGIC AIDES

Magic users will not get by on their own natural regeneration of Mana. Be very mindful of external sources of Mana and keep as many potions on you as you can carry.

RESTORE MANA POTION (BLUE)

Bright blue bottles restore spent Mana. If your Mana is low enough when you find one of these bottles, you'll consume it immediately. Otherwise, it'll be added to your inventory. You have access to Blue Potions via the Quick





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Potion hot key ([C]). Note that Warriors have only two Quick Potion slots on their interface, having no need for Mana potions.

MANA OBELISKS AND CRYSTALS

These structures and deposits are imbued with pure Mana. To replenish his own supply, a magic user needs only to stand near one of these sources to extract its power. Each crystal or obelisk has a limited supply of Mana, so you may exhaust it before your supply is full. You may also draw Mana from these structures from long distance by casting Drain Mana.

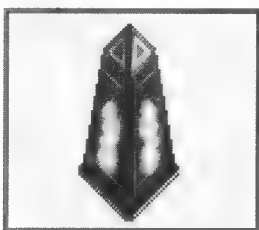


Fig. 6-13 Mana Obelisk.

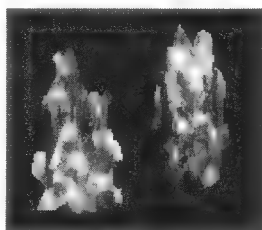


Fig. 6-14. Mana Crystals.

INTERACTIVE FIXTURES

WATER BARRELS AND WINE CASKS

These two barrels (water barrels open at the top and filled with water, wine casks sealed but larger than other barrels) do not contain any items, but are very effective at putting out

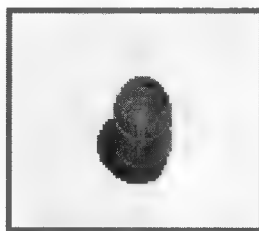


Fig. 6-15 Water Barrel.

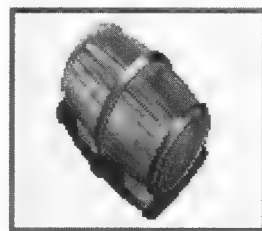


Fig. 6-16 Wine Cask.

fires. Push a water barrel towards fire until the heat breaks it open; the water will douse the flames over a small radius. Casks have the same effect and contain a larger volume of fluid but cannot be moved.

SWITCHES

Several doors and mechanisms in Nox are controlled by switches. Keep a keen eye out for these controls (they often have red handles) which can come in the form of pull-chains, buttons, or levers. Note that buttons can be shot and activated from a distance (with physical or magical projectiles) but other kinds cannot.

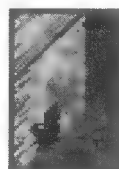


Fig. 6-17 Switch.

POWDER KEGS

Powder kegs look like normal barrels except for the markings on the side. Shooting these barrels causes them to detonate. You don't want to be too close when that happens. Use the barrels to your advantage when enemies are standing near them or when you want to blow open a breakaway wall.

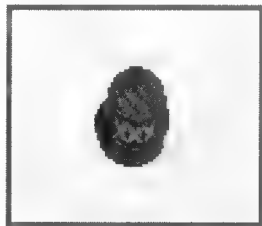


Fig. 6-18 Powder Kegs.





SIGNS

Signs provide useful information throughout Nox. To read them, use them or simply touch them. The text of the sign will appear in white type across your display.

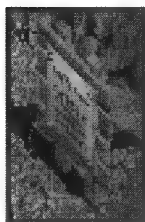


Fig. 6-19
Sign.

MISCELLANEOUS

KEYS

Keys come in many styles (Sapphire, Ruby, Gold, Silver, etc.) but they all serve the same purpose: opening doors.

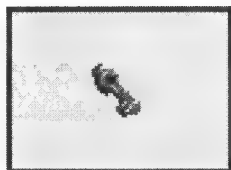


Fig. 6-20 Key.

GOLD

Greed is good. No amount of gold is worthless and it adds nothing to your weight load. Never hesitate to pick up every coin. Especially in the game's later episodes, you don't want to be worrying about what you can afford to buy.

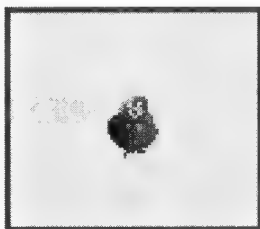


Fig. 6-21 Gold.

WEAPONS AND ARMOR

Even if your character cannot wear or equip an item found on the battlefield, you can still sell it in any of Nox's shops. Consult the section below to see which merchants offer the most favorable prices and sell your stuff to them.

SHOPPING IN NOX

Shopping in Nox, like anywhere else, is an art. You must weigh not only what you buy, but who you buy it from. To find out what to buy, consult the appropriate walkthrough chapters to get an idea what items will be available to you for free.

To find your best deals, however, you should read on here. Every item for sale in Nox has a base price. The base price is, however, rarely seen in the stores. Every store in Nox establishes a Sell Factor and a Buy Factor by which they mark up items for sale and mark down items they buy. You'd be well advised to buy items from merchants with *low* Sell Factors and sell to ones with *high* Buy Factors. The tables that follow should help you be an educated consumer.

THE ART OF THE DEAL

Once you try out the mechanics of shopping in Nox, you'll be dealing in wares like an old trader.

When you meet a shopkeeper, you'll know it—the signs outside their establishments usually indicate their trade.

A few merchants aren't tied down to traditional storefronts (you *will* get to know Loproc), but instead, *do their business in the streets of Nox.*

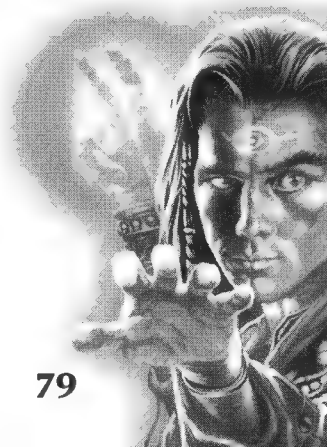




Fig. 6-22 A Shopkeeper.

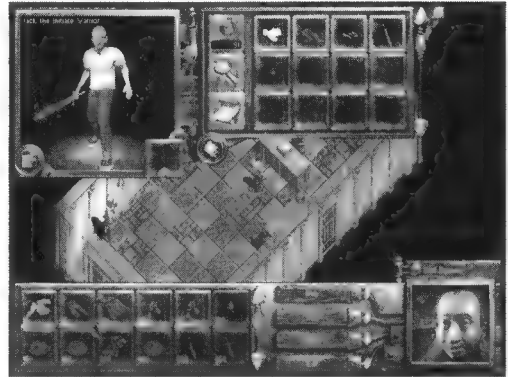


Fig. 6-23 The Buy Interface.

Often, these merchants have the most exotic wares (some not available anywhere else in the game), but their prices can be among the highest and their Buy Factor positively criminal.

When in doubt, put your cursor over a non-player character to see if he's a shopkeeper. If the shopkeeper icon pops up, you've found a friend for as long as your money holds out.

When you click to interact with a shopkeeper, a variation of the basic conversation box opens. Click on "Buy," "Sell," or "Repair" as appropriate.

BUYING AND SELLING

Once you click on the Buy or Sell buttons, your Inventory window will open automatically. If you are buying goods, a listing of the merchant's inventory will appear in the lower left corner of the interface.

Each icon shows the item to be sold, its price, and the quantity for sale.

To buy or sell a specific item, click on the item. This will bring up a dialogue box in which you are asked to confirm your transaction—you may change the quantity of goods at stake in the transaction with the quantity slider in this box (if the merchant has multiple items). If you are selling, you will see the price the merchant is offering for the goods; if you accept the deal, click on the checkmark or the word "Sell." If you are buying, you may alter the quantity with the slider and/or confirm the purchase by pressing the checkmark or the word "Buy."

REPAIRING

If you wish to repair any of your weapons or armor, talk to a merchant and click on the Repair button. Your inventory screen will drop down for easy access. Click on which item you'd like to repair and a confirmation dialogue box opens showing the price for this service. The price depends on the degree of damage to the item. If the transaction is acceptable, click on the checkmark or the word "Repair."





WARRIOR

<i>Episode</i>	<i>Store Name</i>	<i>Sell Factor</i>	<i>Buy Factor</i>
1	Bull Byzanti's Shop	1	0.33
1	Bing's Tavern	1	0.33
1	Raag Fenton's	1	0.33
1	Brug's Apple Stand	1	0.33
1	Peave's	1.5	0.05
3	Bifford Byzanti	1	0.13
3	Garret	1	0.11
3	Belfor Byzanti	1	0.15
3	Mystic	1	0.13
3	Barkeeper	1	0.05
4	Loproc	1.5	0.33
5	Loproc	1.32	0.28
5	Barkeep	1	0.33
6	Bull's Shop	1	0.05
7	Griffon's Nest	1.5	0.05
7	Mlurgh's	1.5	0.05
7	Wizard's Keep	1.5	0.05
7	Kincaid's Armor	1.2	0.15
7	Bright Blades	1.2	0.15
7	Phim's	1.5	0.05
7	Loproc	1.2	0.15
8	Belfor's Shop	1.25	0.33
8	Barkeeper	1.25	0.33
8	Magic Shop	1	0.31
9	Byzanti's Bog Shop	1.75	0.45
9	Motoc	2	0.4





CONJURER

<i>Episode</i>	<i>Store Name</i>	<i>Sell Factor</i>	<i>Buy Factor</i>
2	Shop	1	0.33
2	Barkeeper	1	0.33
2	Magic Shop	1	0.33
3	Bifford Byzanti	1	0.34
3	Garret	1	0.33
3	Mystic	1	0.31
4	Loproc	1.5	0.33
5	Loproc	1.4	0.28
6	Bull's Shop	1	0.2
7	Griffon's Nest	1.3	0.17
7	Mlurgh's Tavern	1	0.2
7	Wizard's Keep	1.3	0.2
7	Kincaid's Armor	1.3	0.18
7	Bright Blades	1.3	0.22
7	Phim's	1.3	0.22
7	Loproc	1.3	0.05
8	Belfor's Shop	1.25	0.33
8	Barkeeper	1.25	0.33
8	Magic Shop	1.25	0.31
9	Byzanti's Bog Shop	1.75	0.045
9	Motoc	2	0.4
9	Loproc	1.75	0.33





WIZARD

<i>Episode</i>	<i>Store Name</i>	<i>Sell Factor</i>	<i>Buy Factor</i>
2	Griffon's Nest	1	0.33
2	Mlurgh's Tavern	1.02	0.31
2	Maximillian's	1.05	0.28
2	Wizard's Keep	1	0.35
2	Kincaid's Armor	1.02	0.24
2	Bright Blades	1.03	0.32
2	Phim's	1.01	0.33
2	Loproc	0.95	0.3
2	Gift Shop	1.1	0.2
3	Stravas' Forest-Mystic	1	0.15
4	Loproc	1.5	0.33
5	Loproc	1.3	0.3
6	Bull's Shop	1.3	0.05
7	Gift Shop	1.5	0.2
7	Griffon's Nest	1.3	0.05
7	Mlurgh's Tavern	1.3	0.06
7	Wizard's Keep	1.3	0.08
7	Kincaid's Armor	1.3	0.07
7	Bright Blades	1.3	0.04
7	Phim's	1.3	0.06
7	Loproc	1.3	0.05
8	Belfor's Shop	1.25	0.33
8	Barkeeper	1.25	0.33
8	Magic Shop	1.25	0.31
9	Byzanti's Bog Shop	1.75	0.45
9	Motoc	2	0.4
9	Loproc	1.75	0.33



CHAPTER 7

INTERFACE AND OPTIONS

MAIN GAME INTERFACE

The Graphical User Interface in *Nox* is designed to be useful while showing as much of the playing field as possible. As you play the game, the controls will eventually become second nature—they'll need to be for you to survive the furious pace of the later levels and multi-player—but you can get a jump by reviewing the information and advice below.

COMPASS DIRECTIONS

While not strictly an interface element, it's essential to all that follows in this guide that you understand which way is up. The game compass works based on fixed directions of north, south, east, and west:

- ♣ North refers to **the upper left corner of the screen.**
- ♣ Northwest refers to **the left side of the screen.**
- ♣ West refers to **the lower left corner of the screen.**
- ♣ Southwest refers to **the bottom of the screen.**
- ♣ South refers to **the lower right corner of the screen.**

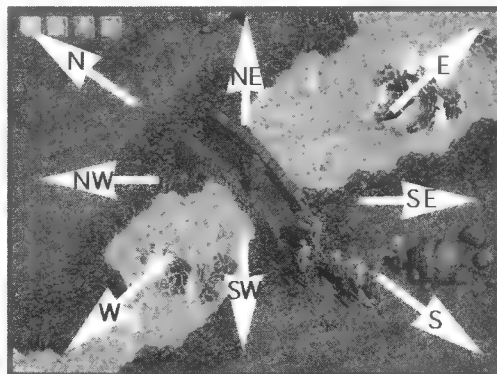


Figure 7-1 Compass Directions.



- ♣ Southeast refers to **the right side of the screen.**
- ♣ East refers to **the upper right corner of the screen.**
- ♣ Northeast refers to **the top of the screen.**

MAP

The map is among your most essential tools. It shows all the places you've explored. Unexplored territory is blank until you physically enter it. In many games, the map is superfluous, but in *Nox* it should be kept on at all times. Fortunately, it's unobtrusive enough that it doesn't get in the way.

Why keep it on constantly? The map not only shows you the layout of the level (allowing you to find your way if you get disoriented), it can offer hints as to the location of Secret Areas. Look for strange anomalies along walls (i.e. evidence of an intersecting wall) to find suspicious places.

You can activate the map by pressing **[Tab]** and zoom it in and out with **[1]** and **[2]**.

WEAPON DIAL

The Weapon Dial contains all information on your active weaponry.

PRIMARY WEAPON

The large disc in the center shows your currently armed weapon against a black background. When you use the weapon, the background becomes red for a period of time—this coloration is an indication of the stamina required to use the weapon. For heav-

ier weapons, this interval can last several seconds. Once the red background fades, you can use the weapon again.

SECONDARY WEAPON

The letter inscribed in the lower left of the Primary Weapon area indicates the hot key for your assigned secondary weapon. If you press this button (**[V]** by default) the Primary Weapon area will change to display the secondary weapon.

INVENTORY/JOURNAL WINDOW

The small button in the upper right of the dial summons the Inventory Menu. You may also bring down the Inventory Window by pressing **[Q]** or **[J]** on the keyboard.

CHARGES

For weapons with charges (Quivers, Shuriken, or Magic Staves), you can view the charges remaining in two ways. The numerical count appears in a small disc in the upper right corner of the dial. Below that, a purple band graphically indicates the charges remaining.

SKILL/SPELL BAR

The Skill/Spell bar gives you graphical access to all of your magic (Conjurers and Wizards) or skills (Warriors) and serves some related functions as well.





THE BOOK OF KNOWLEDGE

The small button on the left of the bar opens your Book of Knowledge. This handy reference contains all of your spells or skills (listed under the Hand tab) and profiles of all beasts for which you have scrolls (listed under the Beast tab).

When you open a spell book, read a Beast Scroll from your inventory, or acquire a Warrior skill, it is automatically added to your Spell/Skill bar if there is an open space.

Note that each spell, skill, or beast has a description and a representational glyph. You can drag these glyphs to spaces on your spell bar to make them accessible via hot keys. Dragging a glyph from the book to an occupied space will replace the existing glyph. Moving a glyph on the bar to another space on the bar will swap the glyph with whatever is in the target space (a glyph or an empty space).

SPELL/SKILL SET

The largest part of the bar is a series of five buttons, each of which can be associated with a magic spell, skill, or summoned creature. For magic users, a line at the top will appear indicating the number of the spell set shown (1–5).

On the left side of the bar, three buttons control access to alternate spell sets (magic users only). The up and down arrows scroll through the five available spell sets. The square button

opens all five spell sets above the spell bar—press it again to collapse back to only the active spell set.

TARGET TRIANGLES

Atop each occupied cell in a magic user's bar is a small triangle. These indicate who will be affected by the spell: pointing up indicates "other," pointing down indicates "self." To switch the spell effect away from its default target, click on the triangle. Many spells can only be cast on other creatures or yourself and will not switch when you click on the triangle. You may quickly and temporarily switch *all* spells on the bar to their alternate target (if there is one) by holding **[Shift]** and casting the spell. When you release **[Shift]**, all targets return to their previous state.

SPELL/SKILL BUTTONS

The five main buttons correspond to magic spells, skills, or summoned creatures. You can access these powers by clicking on the appropriate button and, where necessary, selecting a

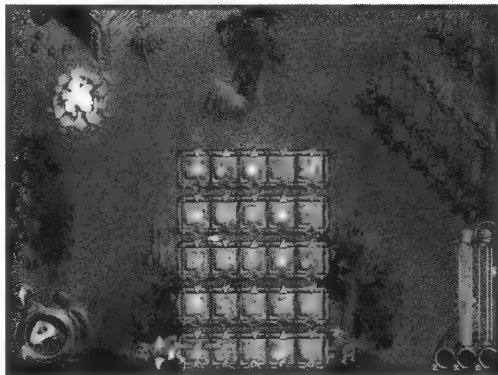


Figure 7-2 Full view of Spell buttons.



target with your cursor. For quicker access, simply press the hot key that appears at the bottom of each glyph; the spell will be cast automatically on the nearest target.

BOMBERS AND TRAPS

On the right side of the bar, two buttons control the use of Bombers (for Conjurers) and traps (for Wizards). Warriors will not see these buttons. The smaller button, etched with a plus sign, shows the contents of your three reserved trap/Bomber sets (see Chapter 4). Press it again to collapse the sets. The larger button, etched with the image of either a trap or a Bomber, initiates the construction of the device. Don't press this button until you are ready to build because you will immediately spend your Mana.

HEALTH/MANA DISPLAY

In the lower right corner of the screen you will see one or two cylinders of colored liquid. If you're playing as a Conjurer or a Wizard, there will be two indicators: red for Health and blue for Mana. Warriors do not have Mana and, therefore, have only the red cylinder.

The amount of liquid in these vials indicates the percentage of your full Health and Mana. When Health gets too low, you will hear the sound of a heartbeat to warn you that you need to refuel. (No such warning sounds when you're low on Mana.) Both the red and blue cylinders will refill over time.

Note that you can superimpose your Health and Mana levels directly on your character by clicking on the cylinders. This is

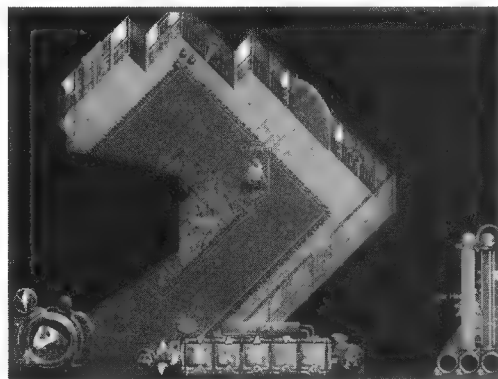


Figure 7-3 Health and Mana.

helpful for players who like to shut off the main interface; this way they can still see their character's condition.

Below the life and Mana cylinders are the Quick Potion slots. For all classes, there will be two: one for Cure Poison potions and one for Restore Health potions. For magic users, there will be an additional slot for Restore Mana potions. Press the hot keys etched on the slots (**Z** for green, **X** for red, and **C** for blue) to consume one potion.

CREATURE CAGE (CONJURERS ONLY)

When a Conjurer charms or summons a creature (including Bombers), it appears in his Creature Cage. This Cage is represented in the upper right corner





Figure 7-4 The Creature Cage controls your conjured/summoned creatures.

of the screen when it contains a beast. Inhabitants can reside in one, two, or all four slots of the Cage depending on their size. Although a Wasp may take up only one square, a Stone Golem occupies the whole Cage.

Next to each creature in the Cage is a Health bar. Keep an eye on this to gauge your charge's physical condition. If the bar turns green, your creature is poisoned. To heal or cure your creature, drop food or mushrooms on the floor for them to eat.

To command your creatures, click on the individuals or, to give all creatures the same order, the command button at the top of the Cage. The creature controls are:

- ♣ **Banish:** Eliminates the creature from the world and your Cage.

- ♣ **Observe:** Select this to switch your camera view from yourself to the creature. You return to your own view if you move or are attacked. Observe can be selected without overriding a previous order, allowing you to send a creature hunting and scout unseen territory based on where it wanders.
- ♣ **Guard:** Creature will defend spot on which it currently stands against any intruder and will not wander off.
- ♣ **Escort:** Creature follows your every move. If it spots an enemy it will rush to attack and will return to you when finished.
- ♣ **Hunt:** Creature will automatically search out enemies and attack on sight.

INTERFACE ON OR OFF?

An important question is whether you should keep the game's main interface on the screen. It's a matter of preference . . . and here's mine.

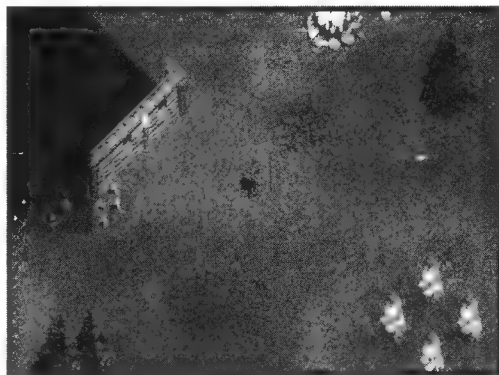
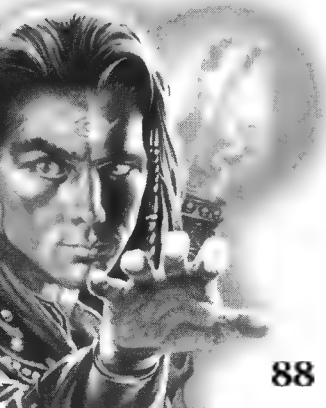


Figure 7-5 The spare look preferred by the best Nox players.





A better view always makes for better play, so your goal should be to play without it. This won't be possible until you have considerable practice using the spell/skill hot keys and you are mindful of your inventory.

Once you find yourself not even looking at the main interface except to check your Health and/or Mana, though, you're ready to turn it off. As previously noted, be sure to click on the Health/Mana cylinders to have these items displayed discreetly next to your character at all times.

INVENTORY WINDOW

All of your possessions are stored in your Inventory Window. The Inventory Window has two parts: the left pane shows your heroic portrait, wearing your currently equipped armor and weapons, and the right pane displays all items you own.

LEFT PANE

The left pane gives you a visual representation of your current equipment status and your devilish good looks. You can drag items between this pane and the right pane to equip/wear or remove any items. Note that items you put on your body are "worn" and items carried in the hands are "equipped."

SECONDARY WEAPON SLOT

You may also drop any weapon on the Secondary Weapon slot (in the lower right of the left pane) to choose which weapon pops up when you press [V].

ATTRIBUTES DISPLAY

In the lower left corner of the left pane, a circular button switches the left pane to a view of your attributes. A bar graph displays your current attribute levels and each category's maximum. It also shows your current level, class, Experience points, next Experience threshold (promotion to next level), armor value, total current carrying weight, and maximum possible carrying weight.

RIGHT PANE

The right pane gives you easy access to all of your items. Each item occupies only one cell and you have an unlimited number of cells.

WEIGHT

You are, however, limited in the amount of weight you can carry. Each item has a weight assigned to it. When the sum of all your items exceeds your character's ability to carry them, he will become immobile until he drops enough items to get under weight. To view your weight maximum and current status, see the attributes display in the left pane (noted above).

INVENTORY CONDITION

The current condition of an item in your inventory is indicated by its background or outline:

- ♣ **Gold Border:**
Currently equipped/worn item.





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- ♣ **Blue Border:** Equipped as secondary weapon.
- ♣ **Yellow Background:** Item is partially damaged and should be repaired.
- ♣ **Red Background:** Item is critically damaged and must be repaired immediately.

STACKED ITEMS

Several items in your inventory (Quivers, food, Chackra, Shuriken, potions, etc.) will be stacked indefinitely in one cell of your pack. A number is shown to indicate the item count.

GOLD INDICATOR

Gold is displayed in the Gold Indicator to the left of the inventory slots. It shows the current count. Gold, by the way, does not add to your load weight, so carry as much as you like.

IDENTIFY INVENTORY BUTTON

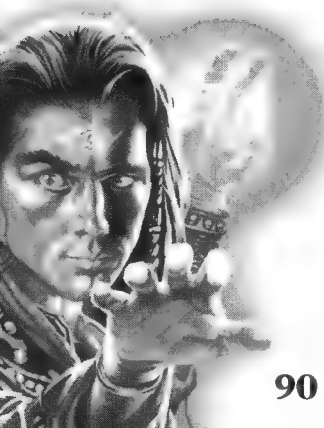
Below the Gold Indicator is the Identify Inventory button. Press this button and click on any item in your slots to see a description, including the item's name and weight.

MAP BUTTON

Underneath the Identify Inventory button is the Map button. Use this to call up your Map or simply press **Tab**.

JOURNAL

Below the Map button is a circular button that opens your journal in the right pane. Here you will find listed all of your pending and completed quests.



CHAPTER 8

THE WARRIOR'S TALE

By now, you've learned much about the way of the Warrior. This introduction will refresh you on the most important points and offer a quick reference as you hurtle into the adventure of *Nox*.

EPISODES

The Warrior's Tale is divided into eleven episodes. Several of the episodes are unique to this campaign in both name and substance. Others have the same titles for all characters, but there are differences ranging from minor to radical. Don't assume that just because you've been there, you know what you're doing.

The Warrior episodes are:

1. The Fortress of Dün Mir
2. The Gauntlet
3. Trouble in Ix
4. Beneath the Field of Valor
5. Ogre Raid at the Hamlet of Brin
6. The Halberd of Horrendous
7. The Heart of Nox
8. The Weirdling Beast
9. Journey through the Dismal Swamp
10. The Land of the Dead
11. Battle in the Underworld





QUESTS

Each episode contains one or more main quests and can also offer optional sub-quests. You must finish the main quests to go on to the next episode, but sub-quests can be ignored (though there are often valuable rewards and Experience to compensate you for your trouble).

To save Nox as a Warrior, you must triumph over the following quests. (Optional sub-quests are marked with a *.):

Episode 1:

- ♣ Locate the Gauntlet within the Warrior's fortress of Dün Mir.
- ♣ Find a sponsor for the Gauntlet.

Episode 2:

- ♣ Survive the Gauntlet to become a Fire Knight.
- ♣ Rescue Gearhart from the Sewers.

Episode 3:

- ♣ Make your way through the Crossroads to the Village of Ix.
- ♣ Recover Mayor Theogrin's scepter from the Urchin den and return it to him.

Episode 4:

- ♣ Investigate the Tomb of Valor for evidence of Hecubah's presence.
- ♣ Escape from the Tomb of Valor.

Episode 5:

- ♣ Rescue the Maidens of Brin from the Ogre village of Grok Torr and lead them to safety.
- ♣ Recover Matilda's cloak from the Ogres and return it to her.*

Episode 6:

- ♣ Fight your way to the throne room of Dün Mir and recover the Halberd of Horrendous.

Episode 7:

- ♣ Raid the Wizard's tower to recover the Heart of Nox.

Episode 8:

- ♣ Obtain passage to the Temple of Ix from Aldwyn the Conjuror.
- ♣ Retrieve the Weirdling Beast from the Temple of Ix.

Episode 9:

- ♣ Find Mordwyn's home in the swamp.
- ♣ Find the Ogre outpost.
- ♣ Find the entrance to the Land of the Dead.
- ♣ Rescue Aidan the Wizard from the Ogre outpost.*
- ♣ Save Cain the Conjuror in the wastelands before he is killed by Wolves.*

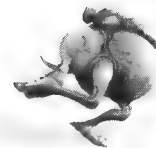
Episode 10:

- ♣ Recover the Orb from its resting place in Hecubah's lair.

Episode 11:

- ♣ Defeat Hecubah.





WEAPONS

The Warrior can use the following weapons. Consult Chapter 3 for details on each weapon and its available enhancements.

- ♣ Sword
- ♣ Long Sword
- ♣ Great Sword
- ♣ Axe
- ♣ Ogre Axe
- ♣ Mace
- ♣ War Hammer
- ♣ Shuriken
- ♣ Chackrum
- ♣ Wooden Staff
- ♣ Halberd of Horrendous
- ♣ Halberd with the Heart of Nox
- ♣ Halberd with the Heart of Nox and the Weirdling
- ♣ Staff of Oblivion

ARMOR

The Warrior can use the following armor items. Consult Chapter 3 for details on each item and its available enhancements.

- ♣ Shirt
- ♣ Pants
- ♣ Sneakers
- ♣ Medieval Shirt
- ♣ Medieval Pants
- ♣ Cloak
- ♣ Leather Helm
- ♣ Leather Armbands

- ♣ Leather Tunic
- ♣ Leather Leggings
- ♣ Leather Boots
- ♣ Chain Coif
- ♣ Chainmail Tunic
- ♣ Chainmail Leggings
- ♣ Armored Boots
- ♣ Plate Helm
- ♣ Plate Arms
- ♣ Breastplate
- ♣ Plate Leggings
- ♣ Plate Boots
- ♣ Knight's Helm
- ♣ Round Shield
- ♣ Kite Shield

SPELLS AND SKILLS

The Warrior can't cast spells, but he can utilize five skills of the Fire Knights. The skills are received automatically when a Warrior is promoted in level (from levels 2 through 6). The skills and their corresponding levels are:

- ♣ Level 2: Berserker Charge
- ♣ Level 3: War Cry
- ♣ Level 4: Tread Lightly
- ♣ Level 5: Eye of the Wolf
- ♣ Level 6: Harpoon





THE WALKTHROUGHS

The walkthroughs that follow (Chapters 9–19) will take you through all the major details of each level. The directions will note monster types, important items (you'll know gold and potions when you see them without help), and the locations of Secret Areas.

The maps that appear in the walkthrough will display many of these same points, along with landmarks to help you find your bearings if you get lost.

The headers to each walkthrough provide information for players who want to know what to expect but only wish to consult the guide if they're stumped. This information includes quests, monsters, quest and continuation items (keys, etc.), found items, the number of Secret Areas, and the names of the episode's shops.

Be brave, Warrior . . . and remember to save often.



CHAPTER 9

EPISODE I: THE FORTRESS OF DÜN MIR

INTRODUCTION

MAIN QUESTS

- ♣ Locate the Gauntlet within the Warrior's Fortress of Dün Mir.
- ♣ Find a sponsor for the Gauntlet.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Bat
- ♣ Small Cave Spider
- ♣ Urchin

QUEST AND CONTINUATION ITEMS

- ♣ Sponsorship Letter
- ♣ Ruby Key

SECRET AREAS

- ♣ 5



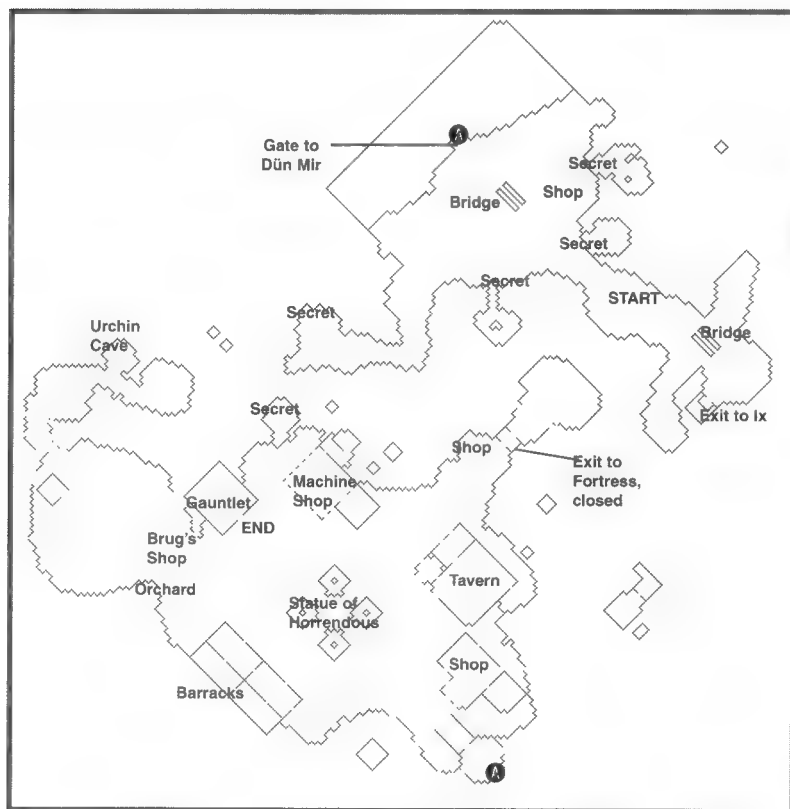
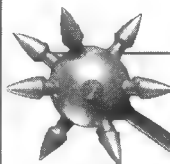


Fig. 9-1. Map of Episode 1.



NOTE

THE CIRCLED LETTERS (A), REPRESENT PASSAGeways TO OTHER POINTS ON THE MAP. TO FIND OUT WHERE ONE CIRCLED LETTER WILL LEAD, FIND THE SECOND, CORRESPONDING CIRCLED LETTER.

SHOPS

- ♣ Bing's Tavern
- ♣ Brug's Apple Stand
- ♣ Bull Byzanti's Shop
- ♣ Peave's
- ♣ Raag Fenton's

WALKTHROUGH

The Airship Captain drops you off north of the Bridge to Ix. The gates leading to the road to Ix are closed, but you want to head north anyway to Dün Mir.



TIP

BEAST SCROLLS CAUSE ADDED DAMAGE TO THE ENEMY DESCRIBED. KNOWLEDGE IS POWER!



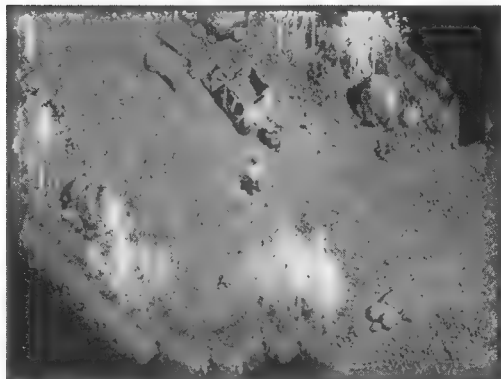


Fig. 9-2. Dün Mir is to the north.

Trudge north and break open a barrel for a Bat beast scroll. Continue north until you are attacked by a Bat and see a small shop to the east.

SECRET AREA

North of the Beast Scroll, you'll come to a sign: "Break walls to reveal Secret Areas." Hmm. Go east and hack at the odd-looking wall to find your first Secret Area.

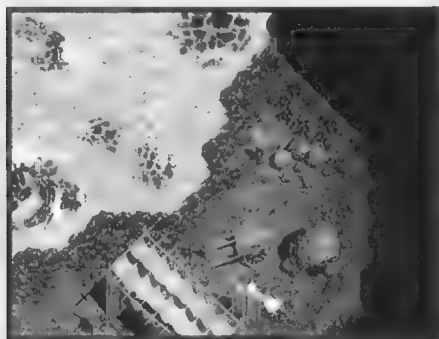


Fig. 9-3. Knock out this wall for a secret.

The shop, Raag Fenton's, sells several items at good prices.

SECRET AREA

Behind Fenton's shop, to the east, break open a wall to find another Secret Area. When you pick up the bag of gold, a Spider attacks.

SECRET AREA

Before you cross the bridge over the lava river, walk west along the bank. Past three big rock mounds, look for a breakaway wall to a Secret Area. A chest contains Flimsy Leather Boots of the Dragon's Scale. You will need these boots to access another Secret Area across the bridge, so keep them in reserve for now.

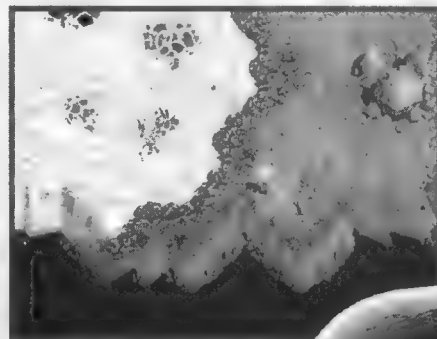


Fig. 9-4. Look for these big rocks.





Cross the bridge or jump over the narrow bit west of it (for practice). As you approach the front gates of Dün Mir, speak with the guards. They tell you about The Gauntlet . . . that'd be a quick way to show yourself to Horrendous. Enter the gate to the north.

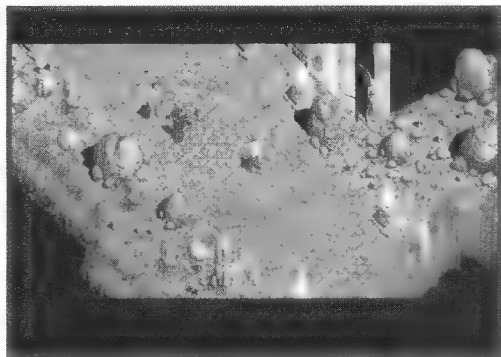


Fig. 9-5. The ancient battle of might vs. magic.

As you enter, guards arrest a Wizard. Apparently, there's some kind of tension between the fighting men of Dün Mir and the Wizards. Pick up the sorcerer's Flimsy Wooden Staff.

Poke around Bull Byzanti's Shop to the east. You can quietly ransack the shop and its back rooms for items. Bull, the shopkeeper,

will still speak with you despite your rather rude behavior. Look over his wares; his prices are good and he's the only source for the Iron Round Shield of the Dragon's Scale and the Flimsy Iron Sword of Spark. Buy them if you can.

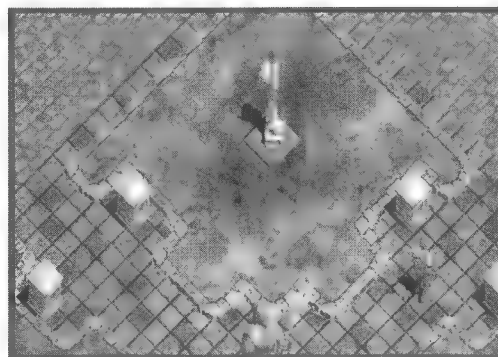


Fig. 9-6. The Statue of Horrendous.

Return to the street and walk north to the town square adorned with a statue of Horrendous.

To the east is Peave's Shop; the prices are not good and the selection is useless if you've been to the Secret Areas. Also to the east is the gate to the Fortress of Horrendous. It's not accessible yet.

The shop to the south is Bing's Tavern. Stock up on food supplies if you want to find a very tough Secret Area later. Search around for other goodies.

To the west of the town square are the Barracks. There is much to find if you look around.



Fig. 9-7. The entrance to the Gauntlet.



North of the Barracks is Burg's Shop. All the things he sells will be available to you for free in a moment.

Walk north from the statue toward the Gauntlet (it's marked by a sign).

SECRET AREA

Before talking to the Quartermaster in front of the Gauntlet, walk northeast between the Gauntlet and the Machinery Shop. Follow the path and smash the north wall for a Secret Area.

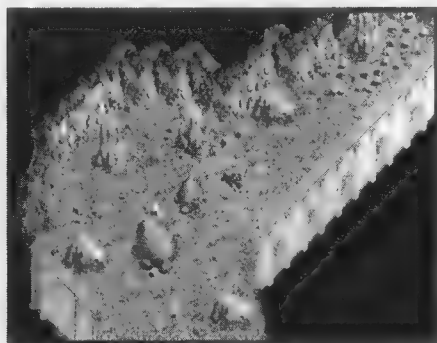


Fig. 9-8. Walk up this path to another secret.

Speak with the Quartermaster posted outside the Gauntlet. You will, he tells you, need sponsorship to run the Gauntlet. Fortunately, you are immediately approached by an engineer, Gearhart, who offers to "put in a good word for you" if you do him a service. You must kill a troublesome Urchin who's taken up residence in a cave in the Orchard.

Accept the errand and Gearhart gives you a Ruby Key to enter the Orchard.

Go west toward the Orchard. On the way, notice a Well of Restoration. A black iron gate

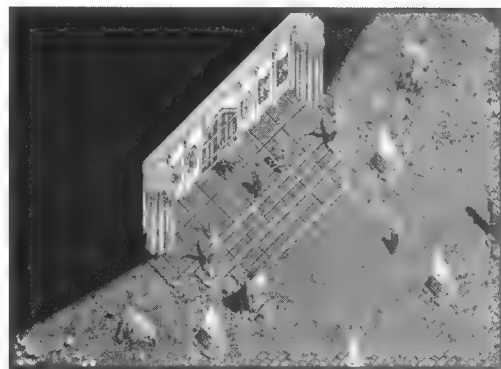


Fig. 9-9. Gearhart offers you a way.

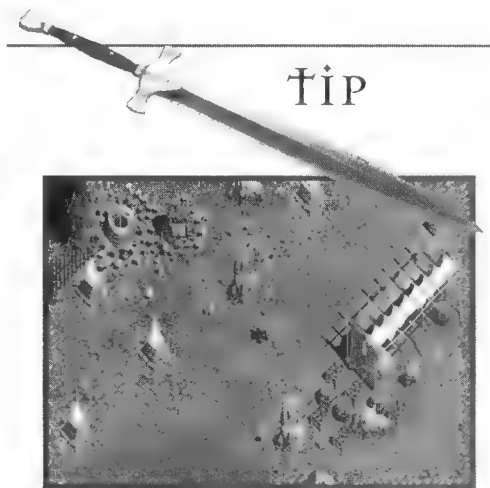


Fig. 9-10. Wells of Restoration will restore you to full Health. Use them often.

leads north to the Orchard. Kill all the Bats and stock up on Apples. Sniff around the Orchard for an Urchin Beast Scroll and other goodies.



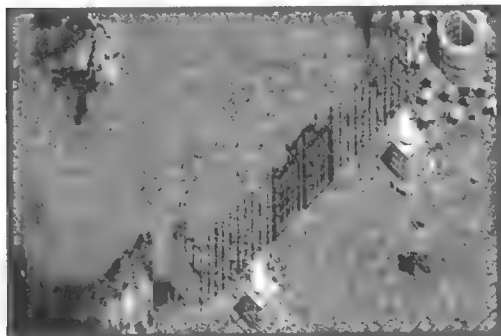


Fig. 9-11. This gate leads to the Orchard and the Urchin cave.

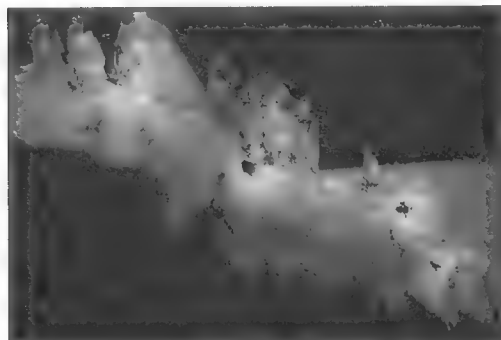


Fig. 9-12. Stay in hot pursuit and slice this Urchin in half.

To the north, a cave opens. Enter it and fight off the waves of Bats as you go. As the path splits, an Urchin assaults you. Chase him down, chop him up, and steal his gold.

Go to the Machinery Shop (east of the Gauntlet) to tell Gearhart of your success. He gives you a petition to run the Gauntlet. Before you go, play with Gearhart's switch. Head to the Gauntlet to prove your stuff.

SECRET AREA

Before talking to the Quartermaster again, visit the Well of Restoration (if necessary) and leave Dün Mir through the gates to the south. Go west to the edge of the lava river and equip your Boots of the Dragon's Scale. Jump as far as you can into the lava and quickly jump again onto a rock. Be sure to avoid flames; they impart additional damage. Follow the river (via the safety of rocks) to the west and northwest as it turns. At the far end, grab a Sturdy Iron Sword of Embers—you can reach it through the flames without being burned. Return to Dün Mir.

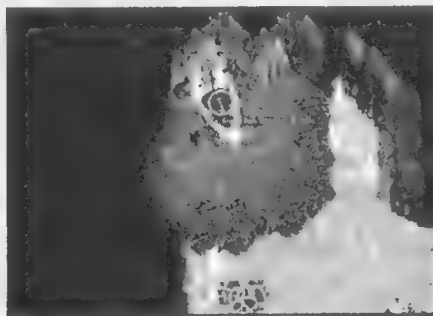


Fig. 9-13. It's a long, fiery trip to the final secret.

Talk to the Quartermaster to gain admittance to the Gauntlet.

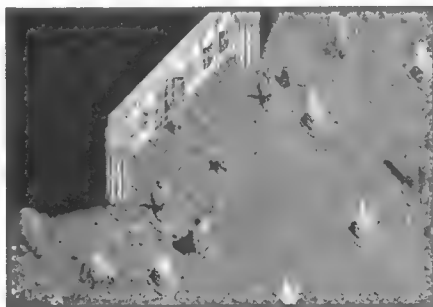


Fig. 9-14. The Quartermaster accepts your sponsorship.

CHAPTER 10

EPISODE 2: THE GAUNTLET

INTRODUCTION

MAIN QUESTS

- ♣ Survive the Gauntlet to become a Fire Knight.
- ♣ Rescue Gearhart from the Sewers.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Bat
- ♣ Giant Leech
- ♣ Scorpion
- ♣ Small Cave Spider
- ♣ Small Spider
- ♣ Spider
- ♣ Troll
- ♣ Urchin

QUEST AND CONTINUATION ITEMS

- ♣ Silver Keys

SECRET AREAS

- ♣ 10

SHOPS

- ♣ None





WALKTHROUGH

You begin deep in conversation with Horrendous. He invites you to brave the Gauntlet and steps aside to allow your entry.

Walk north. Blocks behind you move to bar your retreat. Head down to the Gauntlet.

SECRET AREA

When the blocks begin to move, return south and head down the hall to the east as the blocks move into place. Drop down a hole to a Secret Area. Walk toward the northwestern wall; it opens to allow you to pass through.

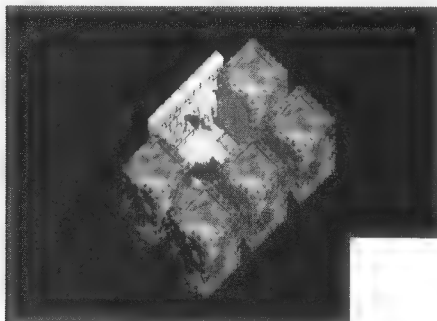


Fig. 10-2. You only get once chance to find this secret.

Go north and traverse the long hallway.

SECRET AREA

Before heading north, you have another secret to find. Go south through the door and look for a broken bit of fence on the west side. Break it to access a pair of boots.

Bennet welcomes you and invites you to watch another candidate. Oh my, that was quick!

Go north through the gate to begin the Gauntlet. Be sure to talk to the skull.

Head west as the hall turns. The spike blocks close behind you to block your retreat. Pick up the dead initiate's clothes as you go by. Enter the door to the west to face Arena 1.

Pull the switch to unlock the north door. Two Spiders emerge from the east wall. Defeat

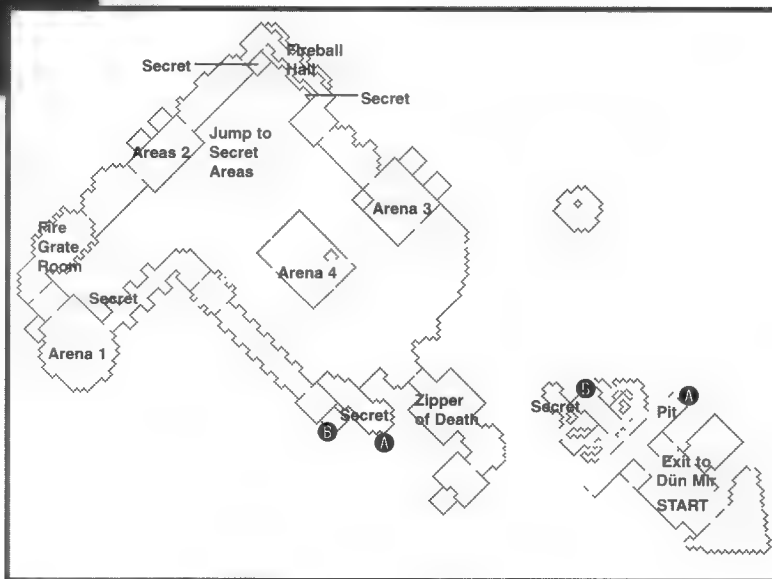


Fig. 10-1. Map A.



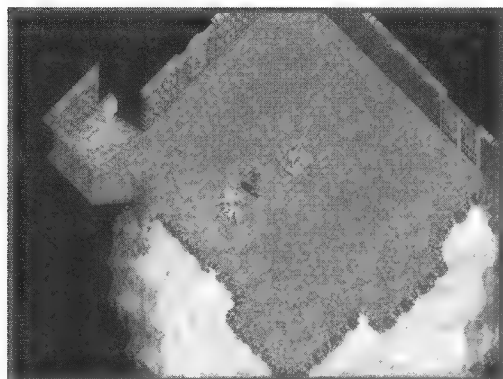
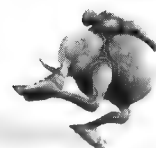


Fig. 10-3. Spiders are your test in Arena 1.

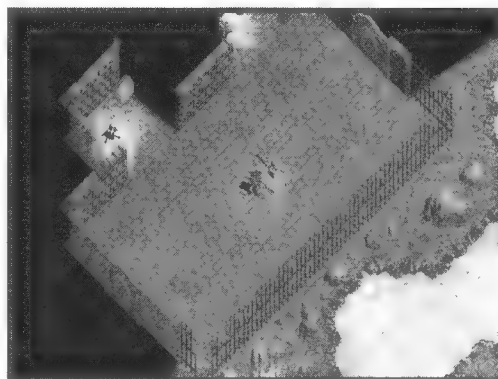


Fig. 10-5. A pair of Urchins man Arena 2.

them and inspect the chest in their room before proceeding north through the unlocked door and another door to the north.

The hall turns east and takes you to the Fire Grate Room. To pass, wait for the fire wave to launch and follow it closely to the east. Go through the door to Arena 2.

Pull the switch and fight two Urchins. Their chambers merit inspection.

Swing open the door to the east and go through the next door to the Fireball Hall. There are two ways to deal with this: one hard and one easy.

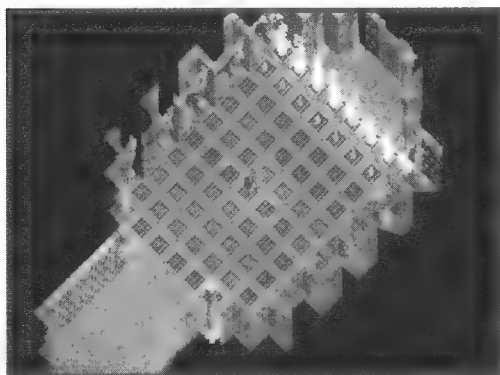


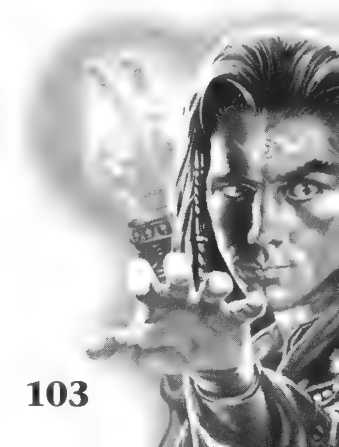
Fig. 10-4. Run behind the fire wave.



TIP

IF YOU INJURE THESE URCHINS IN PROXIMITY TO FOOD, THEY WILL EAT IT, DEPRIVING YOU AND UNDOING ANY DAMAGE YOU'VE DONE TO THEM. DRAW THEM OUT OF THEIR ROOMS AND DEAL WITH THEM OUT IN THE OPEN.

The hard way is to navigate the hall. Avoid touching the spike pillars and wait for the fireball to shoot. Cross to the first alcove. Wait for the next ball to shoot and proceed to the next alcove, and so on. You can kill the Spiders through the gate for Experience.



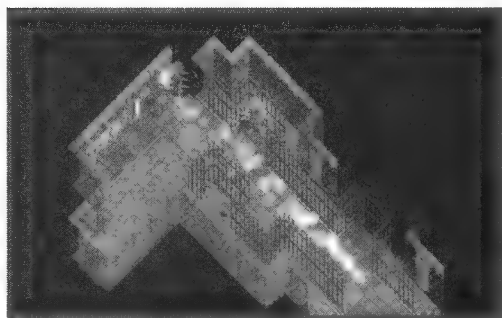


Fig. 10-6. Dive into the alcoves to avoid fireballs.

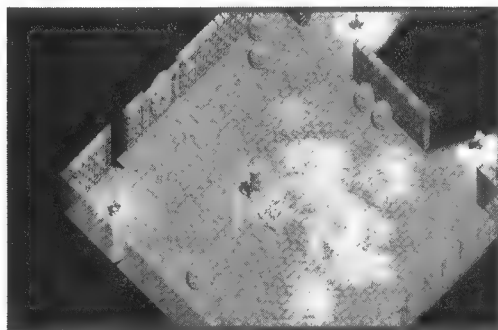


Fig. 10-8. More Urchins in Arena 3.

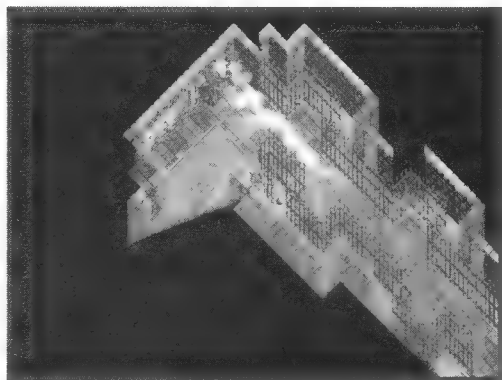


Fig. 10-7. This bit of fence is actually a gate you can open to start the easy way.

The easy way is to stop at the edge of the brown tile and turn right. Go through the gate to the south. Break the second gate and emerge to safety.

Either way, go through the door to the south. Kick in another door to enter Arena 3.

Pull the switch to release three Urchins from the corners.



TIP

AVOID OPENING BARRELS
TO KEEP URCHINS FROM GETTING
THE FOOD WITHIN.

Exit Arena 3 south to a large lava room. Follow the wall around to the west and then north until the path leads away from the wall.

SECRET AREAS

At a dark patch on the floor, jump north over a narrow bit of lava. Follow the fence east and creep around the wall. Approach the face on the wall to reveal a secret room.

Next, go south and continue along the wall. A bag of gold represents another secret.

Finally, go back to where you jumped over the lava, but stay on the north shore. Go west as far as you can go until you see a dark patch on the floor and a narrow lava flow to the south. Jump across it and turn to the west to find a secret in an alcove.



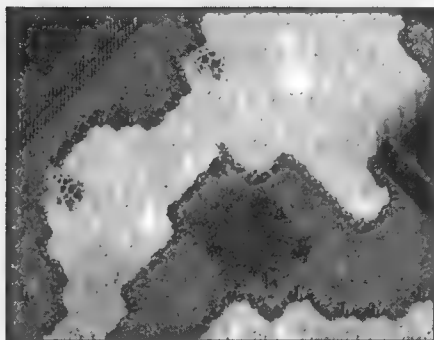


Fig. 10-9. This is where it begins. To find all three Secret Areas, jump over the lava here, and note this spot.

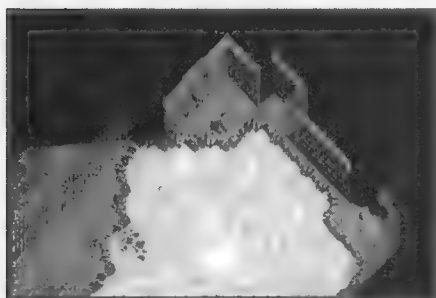


Fig. 10-10. The face marks the first secret.

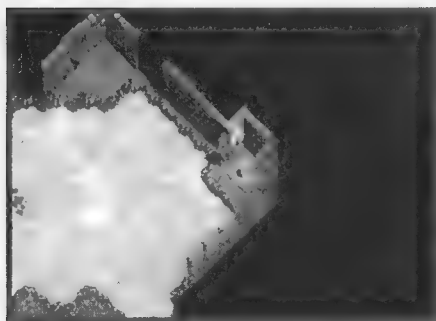


Fig. 10-11. Secret #2.

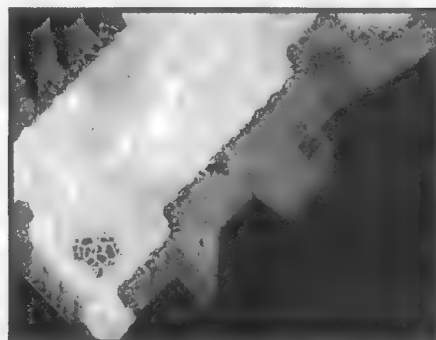


Fig. 10-12. And the last.

To resume the main path, return to the first jump and leap to the south shore.

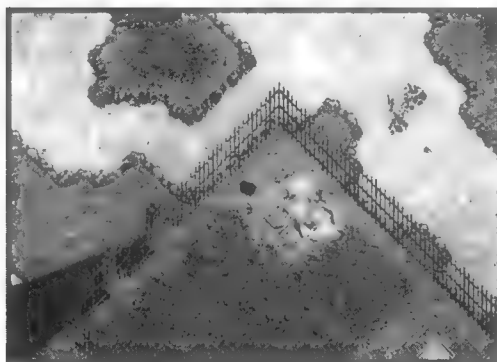


Fig. 10-13. Stupid Troll.

Go west and south to Arena 4. Pull the switch and use crates as cover, if necessary. A Troll enters the arena and spikes emerge from the floor. You can fight the Troll straight up (dodge his kick and rush in to





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attack), or you can duck behind the spikes; the Troll will walk straight toward you (across the spikes) and die—they're not very bright. Smash the crates for rewards. Leave south through the gate.

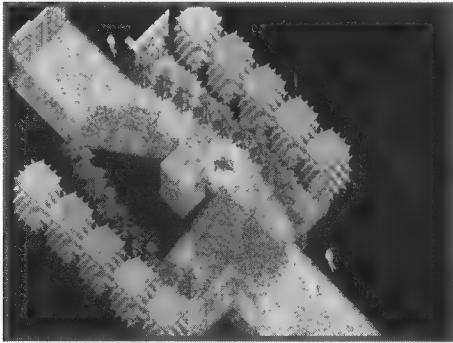


Fig. 10-14. *The secret to the Zipper of Death revealed.*

Follow the path south to a door leading to the spike trap (the "Zipper of Death"). To pass, follow the stone cube as it moves south. When the "zipper" pulls away from the stone, run around it and sprint south.

Go through the door to the west and up the stairs to a room off Horrendous' Great Hall. As you march

proudly to the door to the west, open the chest for a Troll Beast Scroll.

Horrendous congratulates you for your valor and sends you back to Dün Mir. Speak with the Quartermaster



NOTE

THE EXPERIENCE YOU RECEIVE FOR COMPLETING THE GAUNTLET SHOULD BE ENOUGH TO PUSH YOU TO LEVEL 2. YOU MAY NOW USE THE BERSERKER CHARGE SKILL.

who informs you that Gearhart, your sponsor, is trapped in the main power room below town. You must rescue him.

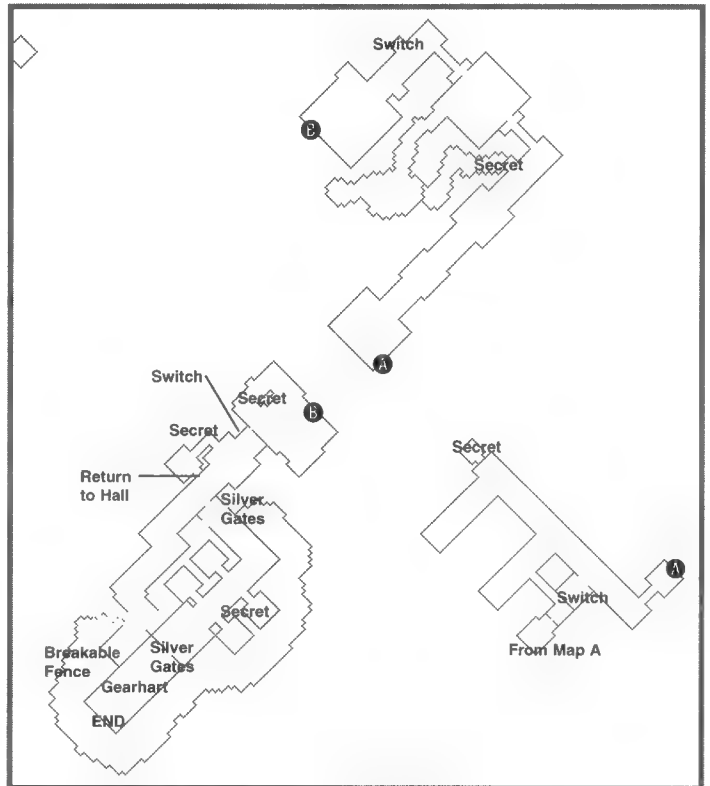


Fig. 10-15. *Map B.*





Stock up on supplies in the town and go to Gearhart's Machinery Shop. Once inside, go through the gate to the east and into the elevator room. The Quartermaster directs you down the elevator.

As you reach the bottom, however, the elevator breaks. You must find another way back after you've rescued the engineer. Move east through the door and north down a short hall to a small T-intersection.

Turn east to a T-intersection in a very long hallway. A Spider and a red potion are the only inhabitants. You may travel either north or south.

SECRET AREA

Go north up the hall to the end and break the northern wall to reveal a Secret Area.

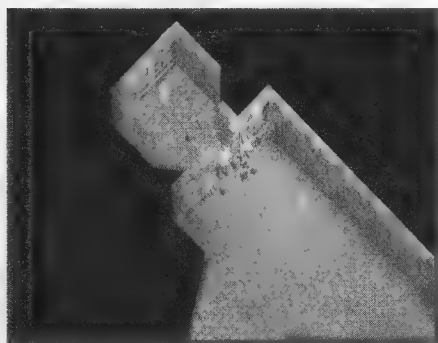


Fig. 10-16. *A secret waits to the north.*

Veer south. At the end of the hall, enter the door to the west (a frog will indicate the way). Inside the small room, you'll find a Spider Beast Scroll in a barrel. Pull the switch and spike blocks in the hallway begin to lurch northward. Once they pass, leave the room

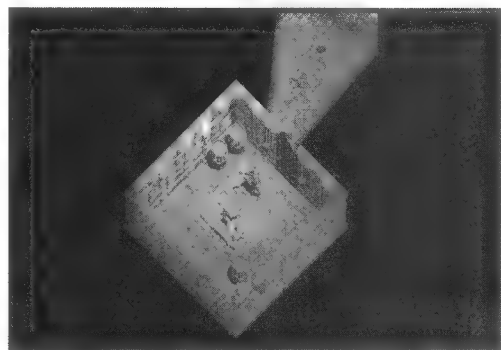


Fig. 10-17. *The switch in the control room opens this passage to the south.*



TIP

YOU CAN KILL THE SPIDER HERE CREATIVELY, BUT YOU WON'T GET EXPERIENCE FOR IT. IF YOU PULL THE SWITCH A SECOND TIME, THE SPIKES WILL RETURN SOUTHWARD AND CRUSH THE SPIDER.

and head south. Make for the now-revealed room to the east to battle a Spider and find an elevator.

Ride the elevator down to find a barrel with a Giant Leech Scroll. Pull the switch to start the spike blocks moving and follow them east down the hall. Duck into any alcove and wait for the blocks to return.

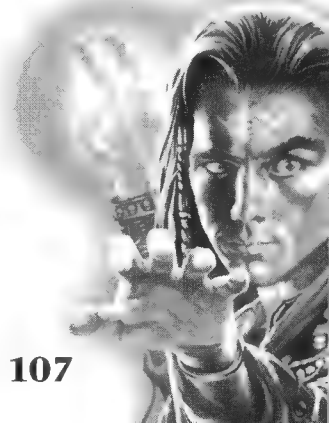




Fig. 10-18. Wait in this alcove until the spike blocks reset.

When they pass you, you may proceed east in the hall.

SECRET AREA



Fig. 10-19. This secret leads to a shortcut.

Slip into the last alcove to the north and bang on the wall to reveal a Secret Area with gold. This is actually a shortcut back to the main route. You won't miss anything by taking this detour, but you will have the

opportunity for some rewards. Follow the path to a wall and break it to enter a round room. Bear northwest to find a Spider's den and some gold. Follow the path to the northeast to return to the main route.



Fig. 10-20. The opening to the west is the outlet from the secret shortcut.

Turn north at the end of the hall and into a large square room infested with Leeches. Continue north through the gate and the hall turns west.

Slide into the alcove with the switch and pull it to activate the stone blocks. They will kill the Leech for you if you time it right. Go west to a large room full of Spiders.

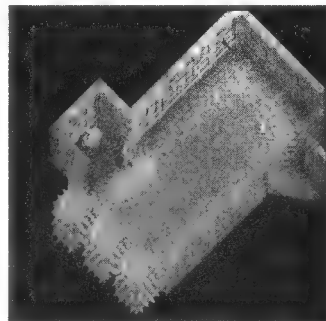
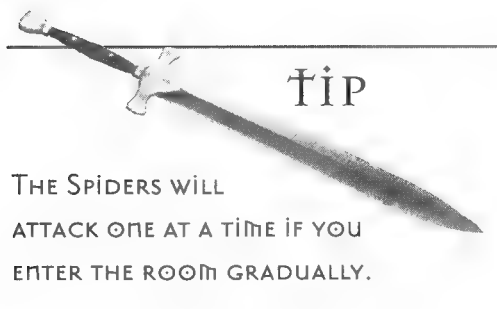


Fig. 10-21. Pull this switch to open your way.





TIP

THE SPIDERS WILL
ATTACK ONE AT A TIME IF YOU
ENTER THE ROOM GRADUALLY.

Get any items you find and ride the elevator down.

Move north carefully (don't get Bats in your hair) to a large room with a pillar in the center.

SECRET AREA

Approach the structure in the middle of the room and break the south wall to find a chest of gold.

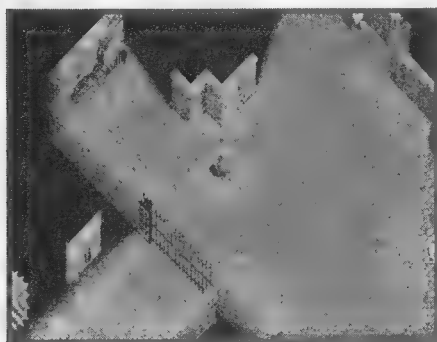


Fig. 10-22. A secret is inside.

Go west to another corridor and pull the switch on the wall. Dive into one of the alcoves and wait for the blocks to return. Then, mosey on down the passage to the west.

SECRET AREA

As the spikes move down the hall to the west, scurry into the northern alcove and follow the passage to a chest. (It contains Flimsy Leather Leggings of the Wasp's Bane.) If you approach the window to the south, it opens a hidden door back to the corridor.

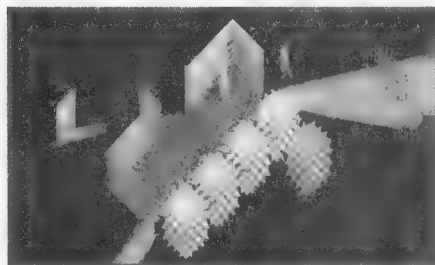


Fig. 10-23. A hidden passage leads to a Secret Area and then a hidden door farther down the hall.

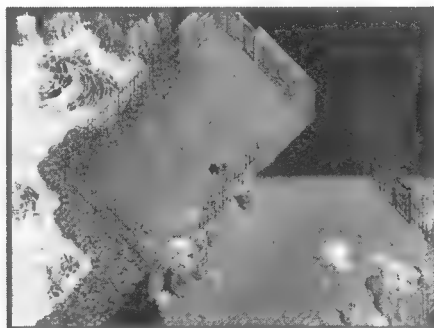


Fig. 10-24. Get the Silver Key from Gearhart to open this gate.

As you move down the hall, note the gate to the south; it's locked and requires a Silver Key. After blasting the Scorpion here with a Berserker





Charge, continue down the passage west and south to a door. Go through it to find Gearhart behind bars. Talk to him: he's locked himself in for safety but needs another person to help him activate the elevator. He gives you the Silver Key so you can join him.

SECRET AREA

Just west of Gearhart, a bit of fence is breakable. Strike it, then go west, hugging the wall, and around to the south and east. You can kill Spiders through the fence to save some risk later. Continue following the wall until you find a long, narrow alcove leading north to a Secret Area filled with gold.

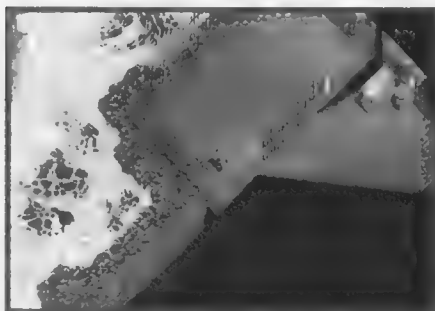


Fig. 10-25. Break this fence and follow the wall to encounter another secret.

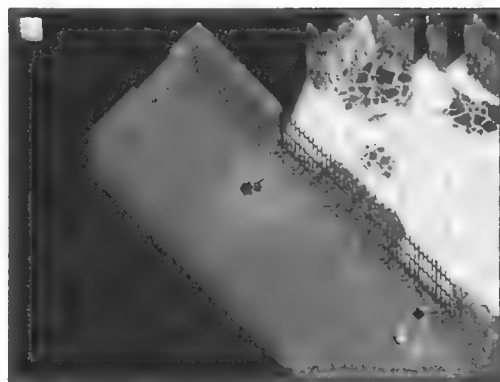


Fig. 10-26. This second Silver Key gets you the rest of the way to Gearhart.

Go west and inspect the side rooms after giving the Scorpion a taste of your sting.

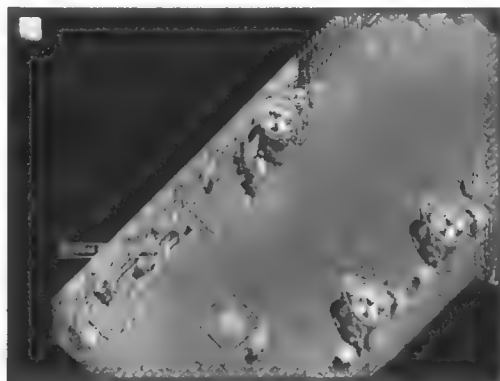


Fig. 10-27. One, two, three: throw the switches and ride to freedom.

Go back to the locked gate; it opens if you have the Silver Key. Small Cave Spiders rush to greet you. Look for a chest with a health potion and another Silver Key.

Open the gate to the west when you have the Silver Key and talk to Gearhart. He will go to one switch and you need to pull the other to activate the elevator. Ride back up to the surface and meet with the Quartermaster.



CHAPTER II

EPISODE 3: TROUBLE IN IX

INTRODUCTION

MAIN QUESTS

- ♣ Make your way through the Crossroads to the Village of IX.
- ♣ Recover Mayor Theogrin's scepter from the Urchin den and return it to him.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|---------------------|-------------------|
| ♣ Bandit | ♣ Small Spider |
| ♣ Bandit Archer | ♣ Spider |
| ♣ Bat | ♣ Spitting Spider |
| ♣ Cave Spider | ♣ Troll |
| ♣ Giant Leech | ♣ Urchin |
| ♣ Scorpion | ♣ Urchin Shaman |
| ♣ Skeleton | ♣ Wolf |
| ♣ Small Cave Spider | |

QUEST AND CONTINUATION ITEMS

- | | |
|-------------------|----------------|
| ♣ Gold Key | ♣ Ruby Key |
| ♣ Mayor's scepter | ♣ Sapphire Key |

SECRET AREAS

- ♣ 9

SHOPS

- | | |
|-------------------|-----------------------|
| ♣ Barkeeper | ♣ Garret |
| ♣ Belfor Byzanti | ♣ Mystic (Crossroads) |
| ♣ Bifford Byzanti | ♣ Mystic (IX) |





WALKTHROUGH

Beginning at a double wooden door, follow the cave west and then north. Inspect the two side rooms. Continue north, enduring Bat attacks until you reach a large room ripe with mushrooms.

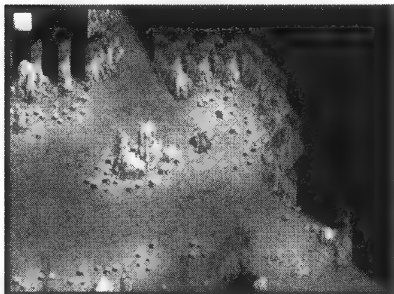


Fig. 11-2. The Mushroom Room is seriously trippy.

From the Mushroom Room, go east. Beware more Bats. A Troll den leads to the west. Continue east until the passage opens in a grotto. Yes, that's right, more Bats.

Explore the side rooms for gold and return to the Mushroom Room.

SECRET AREA

From the grotto go into the side passage to the west. The passage ends at a breakaway wall. Smash it to find a Secret Area.

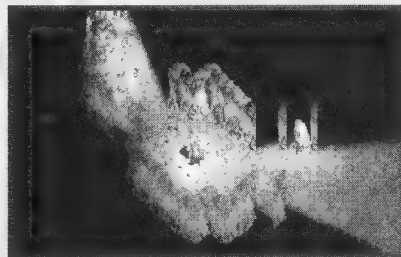


Fig. 11-3. The grotto hides a Secret Area.

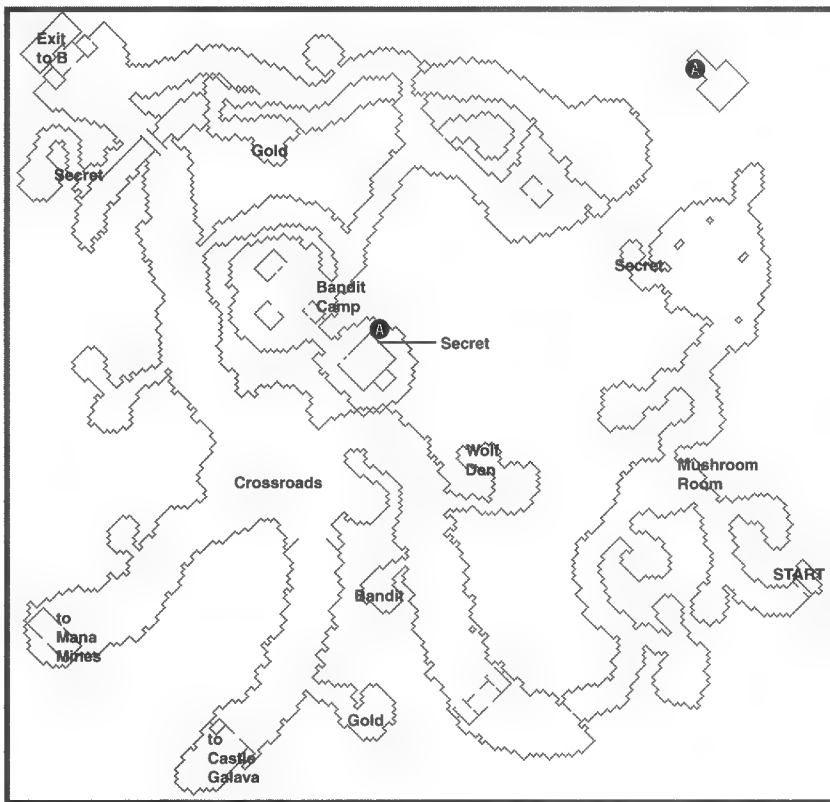
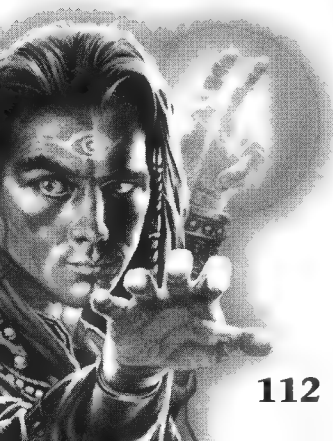


Fig. 11-1. Map A.





Trudge west from the Mushroom Room and follow the cave (two side rooms are filled with Trolls) as it winds around and outside through a cave opening. To the north, approach a gate guarded by knights. The sign reads, "You are now leaving the Warrior's Realm." Chat with the knights.

Go through the doors and follow the path. A Bandit jumps out of his lair to the west to rob you. Not a good idea. Pillage his camp for supplies. Farther up the path, to the east, inspect a Wolf den (marked with human leg bones in the path).

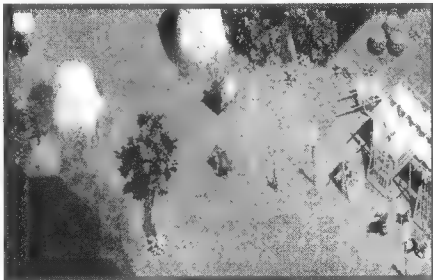


Fig. 11-4. *The Crossroads is Nox's leading shopping mall. You want the path to the north.*

Continue north along the path to The Crossroads. Here you'll find several merchants (good prices but terrible trade-in values) and the roads to the Mana Mines (to the east), and the Castle Galava (to the south). Both of these routes are closed to you.

Once you've done some business, go north (sign reads: To the Village of IX). A small path to the west leads to a Spider den.

Near a trio of big rocks, another Bandit attacks. Punish him and take the path east from whence he came. Eventually, the path winds around to a T-intersection and more Bandits. Go west to wipe out their camp.

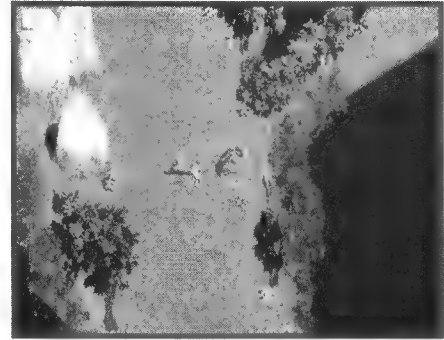
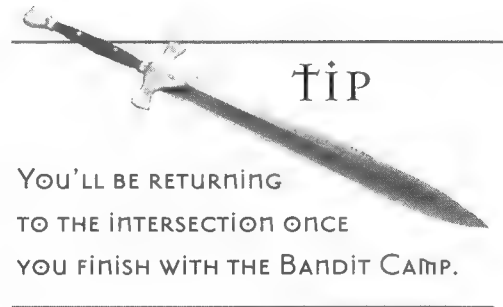


Fig. 11-5. *At this intersection, head west to put some hurt on the Bandits that terrorize these woods.*



YOU'LL BE RETURNING
TO THE INTERSECTION ONCE
YOU FINISH WITH THE BANDIT CAMP.

The first section of the camp has three buildings crawling with Archers and Bandits. Eliminate them and search in and around the buildings for prizes.





TIP

TO KNOCK OUT ARCHERS QUICKLY, RUSH THEM (DODGING OR PAUSING TO BLOCK THEIR ARROWS AS YOU APPROACH). AFTER YOU GET INTO SWORD RANGE, THE ARCHERS CANNOT HIT YOU. USE THIS TACTIC FOR THE ARCHERS SHIPING OUT OF THE BANDIT CAMP'S WINDOWS.

Go south to the Bandits' headquarters. Look in the windows to see what you're up against. Enter the building and loot it.

SECRET AREA

In the main Bandit house, break a large wine cask to find the entrance to the basement. This Secret Area is defended by a Bandit and an Archer. Claim the Sturdy Iron Sword and gold and ride the elevator back upstairs. Approach the wall and it opens to let you back into the building.

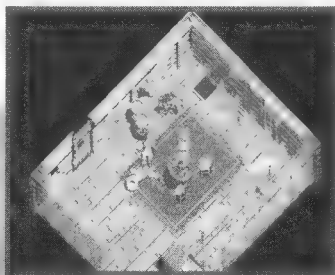


Fig. 11-6. *Inspect the Bandits' wine stores for signs of Secret Areas.*

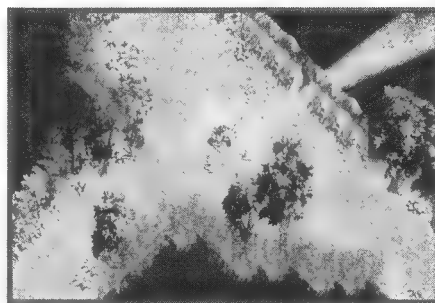


Fig. 11-7. *This four-way intersection leads north to Ix.*

Return to the T-intersection and go east. You come quickly to a four-way intersection. The path east goes into a small cave, south to the Hermit's shack, and north to Ix.

Go first into the cave to explore and commune with Bats.

Next, go south to the Hermit's Shack. It seems to have been overrun by Bandits and Archers (shooting from inside the house). Explore the destruction.

Return to the intersection. Take the trail north to Ix.

Cross the river at the shallow point and follow the trail northwest. Beware the Wolf den to the north. When the trail turns north, detour down the small path to the northwest

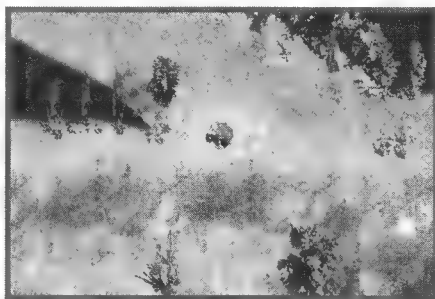


Fig. 11-8. *After you cross the river, note the small path that runs off the main one.*





to find a stash of gold. Resume the main path north to the main gate to IX.

SECRET AREA

As you approach the gate to IX, take a short trip south. At the bridge, follow the river west to a small cave entrance. Inside this Secret Area, you'll find Wolves and gold.

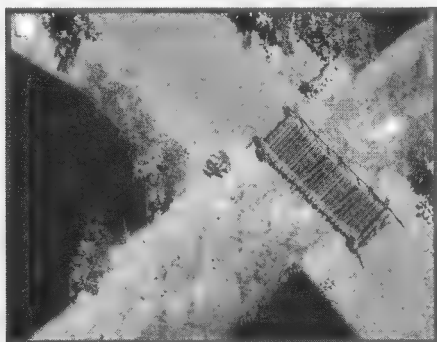


Fig. 11-9. Turn west at the bridge to find Wolves and secrets.

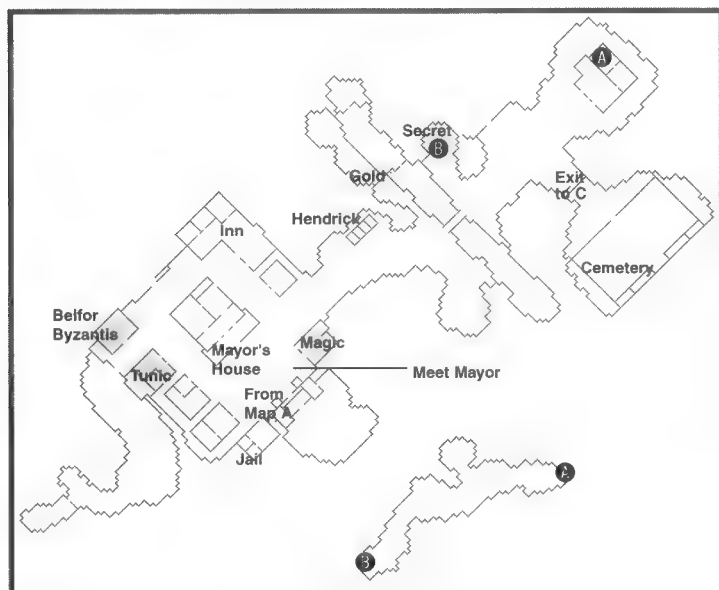


Fig. 11-10. Map B.

Approach the main gate and talk to the guards (sign reads: You are now entering the Conjuror's realm) and they'll let you pass.

You are immediately greeted by Mayor Theogrin.

Urchins, he tells you, stole his scepter. They were last seen heading into the cemetery. He wants you to retrieve his scepter and return it to him.

Take some time to explore the town. East of the Mayor's house is the town's Well of Restoration. One of the houses on the west side contains a Sturdy Leather Tunic (through side door). Shops around town have a very interesting selection (note especially the Shuriken and Mighty

Leather Tunic of Cure Wounds available at Belfor Byzanti's), but trade-in rates are awful.

Travel the road out of town to the east. On the way, you can talk to Henrick the Conjuror who offers to sell you a Wolf escort for 200 gold. Take him up on it if you can afford it.

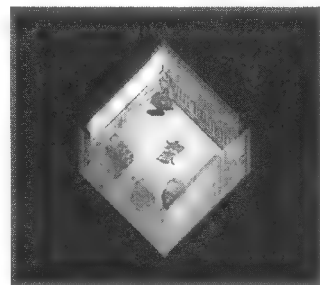


Fig. 11-11. This house has some good basic armor.





PRIMA'S OFFICIAL STRATEGY GUIDE

Continue north to the bridge. If you walk north along the shore, you'll see a bag of gold through a fence. You can reach it.

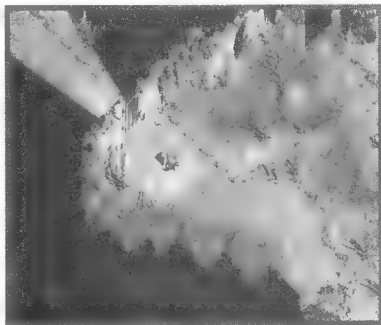


Fig. 11-12. There's a fence between you and it, but nothing can keep you from that gold.

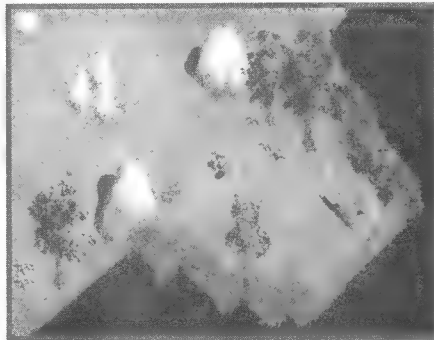


Fig. 11-14. South goes to the cemetery and north to a mysteriously locked house.

SECRET AREA

Just after you cross the bridge, follow the shoreline north to a large rock. Push it aside to reveal a pit. Fall into it for a Secret Area. Walk northeast, fighting Spiders and exploring the side rooms for gold. The elevator at the far end takes you up and into a house, locked on both sides by a Ruby Key. Search the house's three rooms—a chest in the bedroom holds the Ruby Key and a Flimsy Leather Helm of the Wasp's Bane. Use the key to exit to the east.

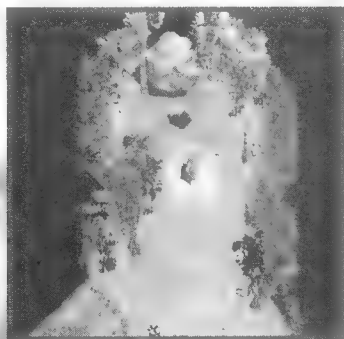


Fig. 11-13. Roll the stone away. The road to this Secret Area is long but it's worth it.

Cross the bridge and follow the trail east to an intersection marked by obelisks. The road east leads to a locked house. Go south to the cemetery.

Enter the cemetery and deal roughly with several Urchins. Continue south toward a gate adorned with torches. Detour briefly east to explore a shack infested with Spiders.

SECRET AREA

South of the shack, a section of fence is broken. Smash it to create a hole and go through. Look for gold outside the fence.

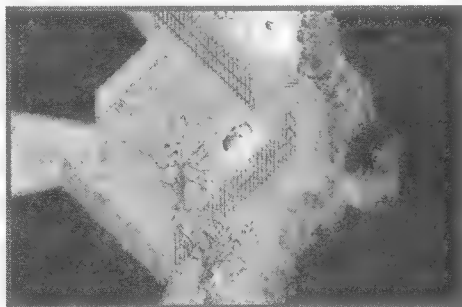


Fig. 11-15. This shack and the Secret Area near it are worth exploring.

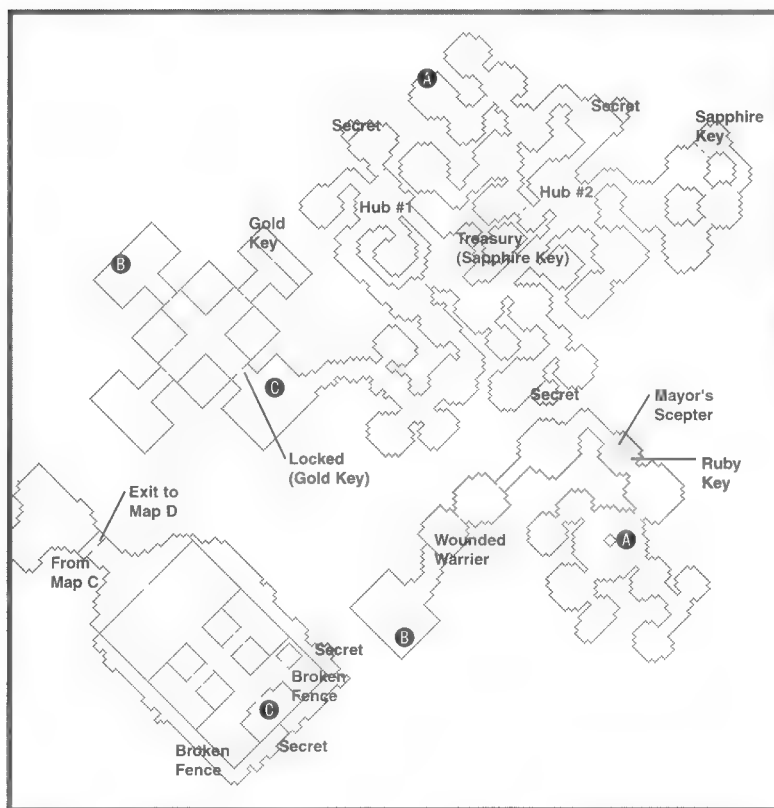
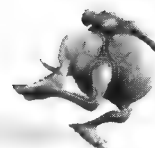


Fig. 11-16. Map C.

Return to the torch gate.

SECRET AREA

West of the torch gate (north of a large tree), look for another section of broken fence. Attack it to get outside the fence for another secret stash of gold.

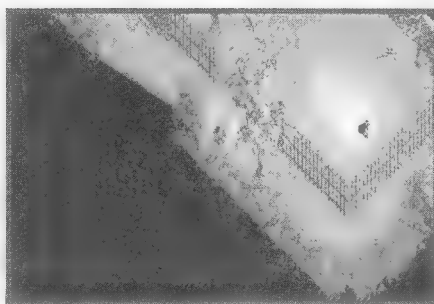


Fig. 11-17. Can't smash enough fences? Here's one more.

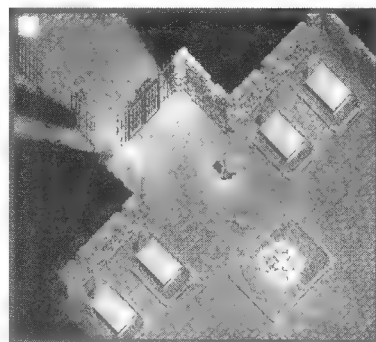


Fig. 11-18. You will return to the elevator from the other side of this locked gate.

Step through the torch gate and take the elevator down. Three Urchins immediately converge. A gate to the north is locked, so take the only available passage east, exploring all the side rooms until you arrive at a large room with four exits (Hub 1).



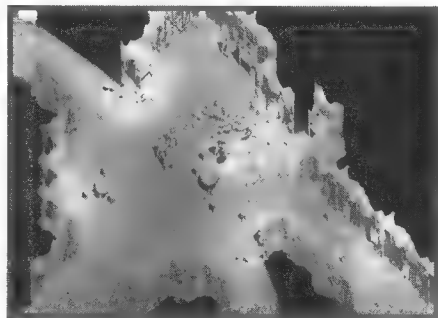


Fig. 11-19. Hub 1.

SECRET AREA

In the northeastern room off Hub 1, crush the northern wall to find a Secret Area.

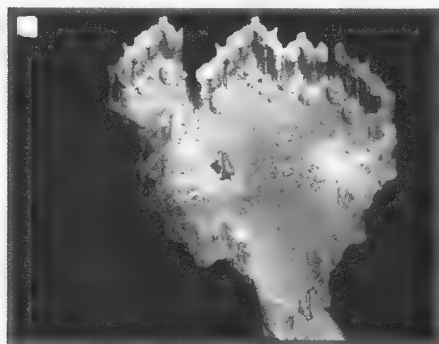


Fig. 11-20. The northern wall looks a bit weak.

Explore all three side rooms (beware of Scorpions) and exit Hub 1 via the path to the south. Turn east with the catacomb tunnel.

SECRET AREA

Just after you make the turn east, explore the first hall to the south. In the room at the far west end of this side tunnel, follow the south wall to a breakable section. Behind it is a Secret Area with a Flimsy Helm of the Wasp's Bane.

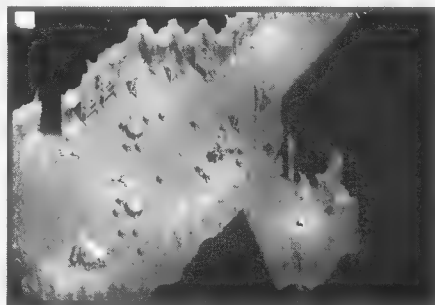


Fig. 11-21. Head down this hall to find some very helpful headgear.

A locked gate to the north leads to the Urchin Treasury. To loot it, however, you'll need the Sapphire Key. In the side room across from the Treasury (south), a barrel holds Shuriken.

The corridor empties into a large room with five exits (Hub 2). Use the passage leading out

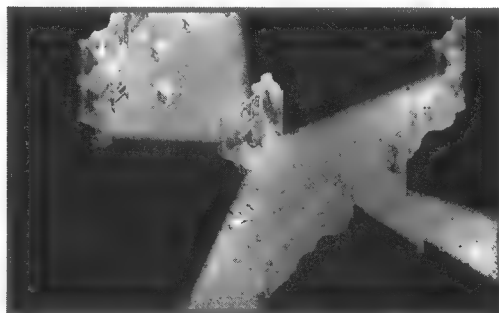


Fig. 11-22. You'll want to come back here to see how Urchins like being robbed. Go find the Sapphire Key. Check out the room across the hall too.





to the southeast. Go south as far as you can and turn east. Enter the gate to fight a Scorpion and continue through the next gate to a chest containing the Sapphire Key. Return to the Treasury.

Enter the Treasury and fight any Urchins guarding their booty. A chest contains gold and a Sturdy Iron Mace of Collision. Return to Hub 2.

Explore the side rooms to the northwest (snipe through the windows to thin out Urchins) and south and motor out the corridor to the northeast.

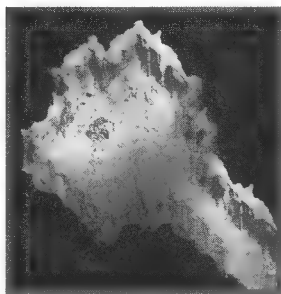


Fig. 11-23. The key you seek gets you into the Treasury.



USE THE MACE OF COLLISION ON THE URCHINS. IT'S A RIOT!

TIP

SECRET AREA

In the first room, look for a breakable wall between two bookshelves. Smash it open to face a Spider guarding gold.

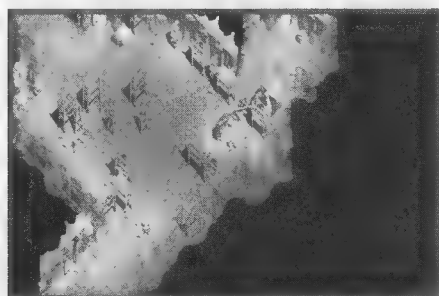


Fig. 11-24. The space between the shelves could use some redecorating.

Continue along the passage, checking out several side rooms. When you reach a dead end, drop down into a pit in the floor.

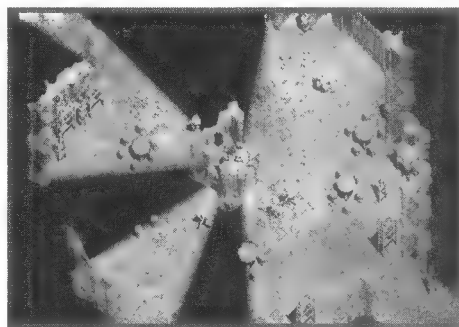


Fig. 11-25. Stuck. Break the walls and don't forget your new War Cry skill.

You land inside a small room surrounded by Urchins and an Urchin Shaman; smash the walls to escape. Soon, two more Urchin Shamans join the fracas.

Inspect the three side rooms to the north, west, and south (lots of food for you and, if you bought one, your Wolf) and

exit the room to the east. Around the corner, chests contain the Mayor's scepter and a Ruby Key.

Continue down the hallway, through a barred door, to fight two Scorpions in close quarters.

Go through the next barred door (thanks to the Ruby Key) and talk



USE WAR CRY TO STOP THE SHAMANS' SPELL CASTING.

TIP





to Kalen, a wounded Warrior. As the conversation ends, the western wall breaks and Skeletons attack. When the battle is over, scoop up Kalen's equipment (Flimsy Chainmail Tunic, Flimsy Armored Boots, and an Iron Round Shield).

Step into the crypt to the west, banish the Skeleton, and ride the elevator up. Fight several Skeletons to make your way to the southern exit.

The courtyard has an exit to the south (use the Gold Key) and rooms to the east and west. The intersection is marked by a stone obelisk. To the east, the gate is locked but the fence is destructible; splinter the Skeletons and nab the Gold Key.

Leave via the southern gate and ride the elevator back up to the surface. Return to the Mayor's House.

Enter Theogrin's house through



Fig. 11-26. The exit lies to the south, but you must first get the Gold Key from the east.

the front door and push open the door to the north to find the Mayor in his library.

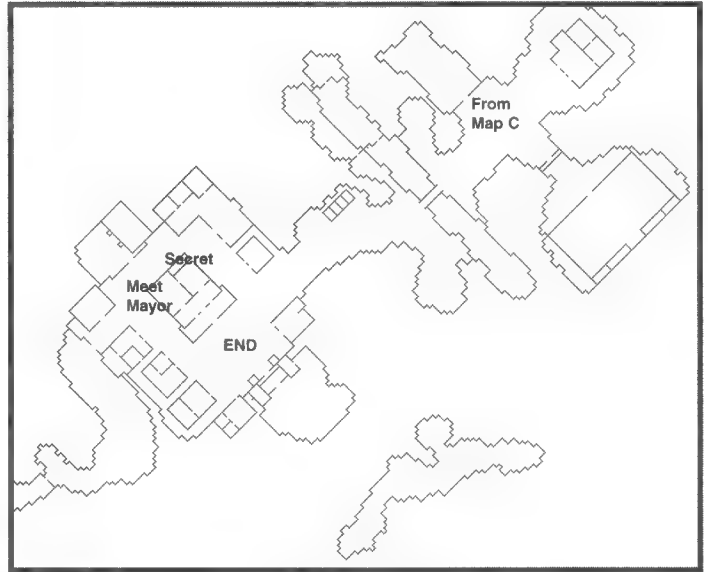


Fig. 11-27. Map D.

SECRET AREA

Don't talk to the Mayor just yet. Go through the door to the east into the His Honor's bedroom and approach the crystal ball in the northeast corner. A Wall opens to reveal a Secret Area with gold and Cider.

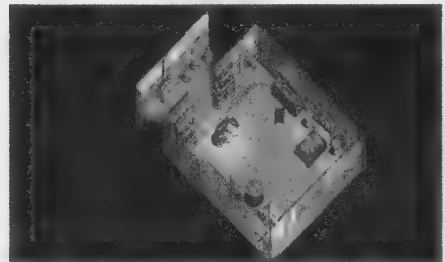
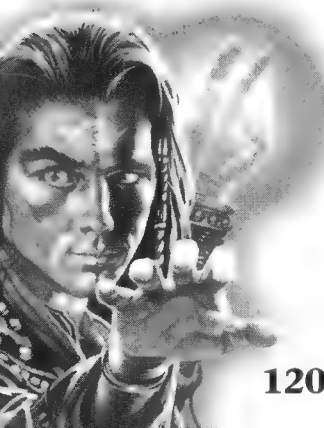


Fig. 11-28. The red orb marks a hidden wall. Approach it to make it open.

Talk to the Mayor and give him his scepter. He thanks you and instructs you to meet the Airship Captain at the south gates.



CHAPTER 12

EPISODE 4: BENEATH THE FIELD OF VALOR

INTRODUCTION

MAIN QUEST(S):

- ♣ Investigate the Tomb of Valor for evidence of Hecubah's presence.
- ♣ Escape from the Tomb of Valor.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|-----------------|---|
| ♣ Bat | ♣ Spitting Spider |
| ♣ Ghost | ♣ Zombie |
| ♣ Necromancer | ♣ Keeper of Souls
(Special: 75,000 Exp.) |
| ♣ Skeleton | ♣ Barbaric Guardian
(Special: 60,000 Exp.) |
| ♣ Skeleton Lord | |
| ♣ Small Spider | |
| ♣ Spider | |

QUEST AND CONTINUATION ITEMS

- ♣ Gold Key
- ♣ Silver Key
- ♣ Ruby Key

SECRET AREAS

- ♣ 8

SHOPS

- ♣ Loproc



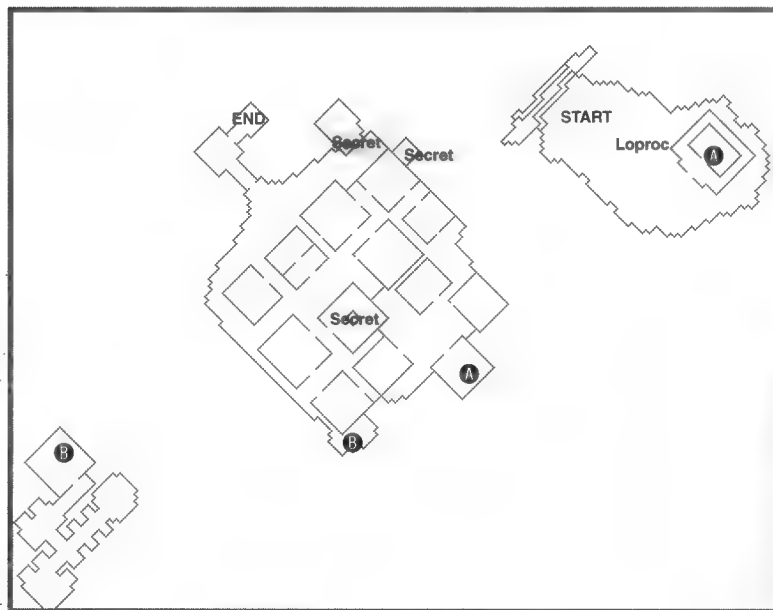


Fig. 12-1. Map A.

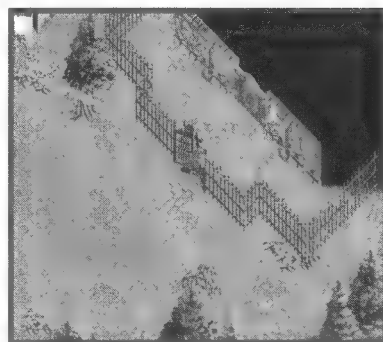


Fig. 12-2. The crypt begins your journey downward.

WALKTHROUGH

After the Airship Captain has briefed you, head south. Stop to visit the shopkeeper, Loproc. He's a bit pricey, but he has some good stuff. Buy any weapons with fire enchantment that you can afford. Also, if you

lack Scrolls for any of the monsters listed above, he may have a few.

Go through the door and into the crypt. You can open most of the sarcophagi in these tombs. Go down the

elevator to the Tomb of Valor and pass through the doors to the north.

Explore this area thoroughly.

SECRET AREA

In the crypt in the northeast corner of the tomb, break the eastern wall to find a secret.

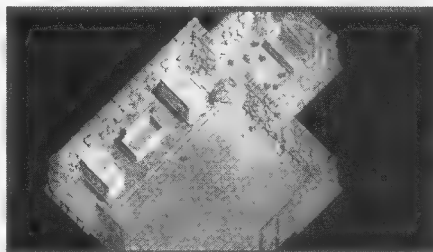
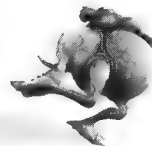


Fig. 12-3. Carefully search this room for a Secret Area.





SECRET AREA

A room in the center of the tomb has a stone pillar in the middle (see map). Break it open to reveal a Secret Area containing a Mighty Cloak.

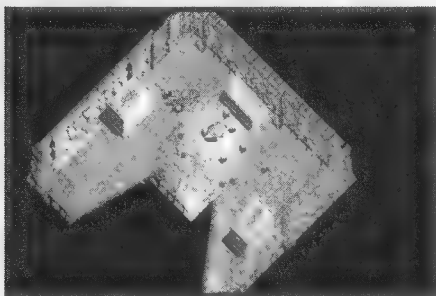


Fig. 12-4. This central structure breaks open.

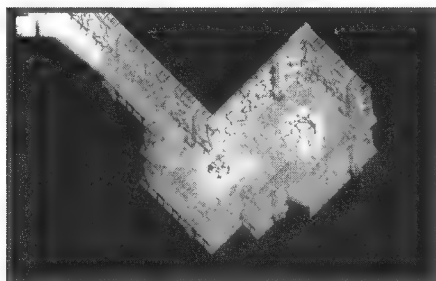


Fig. 12-5. This elevator is tucked into the southwest corner of the tomb.

Once you've finished tomb raiding, head to the western gate and follow it to the south. In the corner, take an elevator to a lower tomb full of Bats. Follow the hall until it turns east, protected by a pair of spike blocks.

Head down the hall to the east, timing the spike blocks, and grab your treat (a large bag of gold). Return to the surface and jog to the far northern part of the tomb.

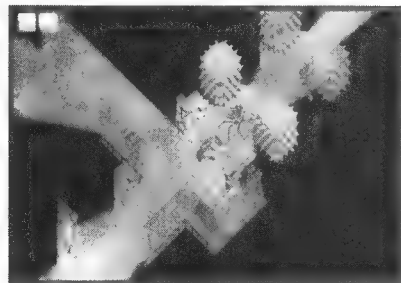


Fig. 12-6. Enemies can be goaded into this trap if you bang on the wall with your weapon.



TIP

BANG YOUR WEAPON ON A WALL TO ATTRACT THE ATTENTION OF TWO GHOSTS AND A SPIDER; THEY'LL BUMBLE RIGHT INTO THE SPIKE WALLS, STRAIGHT TO THEIR DOOM.

SECRET AREA

Go to the northeast corner of the tomb, and break open the northern wall. Two Ghosts guard a large bag of gold and a Mighty Leather Helm in a sarcophagus.

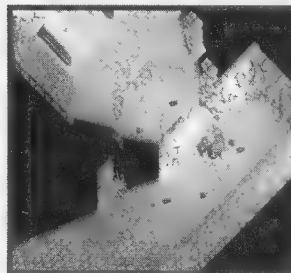


Fig. 12-7. The top wall of the tomb looks very shaky.



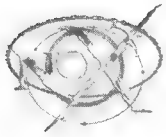


Fig. 12-8. Map B.

Exit the tomb via the northern passage. Go east through the gate, and down into a pit.

Move north and explore the side rooms full of breakable coffins.

Some of these flimsy coffins hide surprise Skeletons and one has a Bronze Round Shield. Many of the walls in these small crypts are breakable.

A fence blocks further northern progress. Instead, stomp down the east passage. A

Skeletons, and turn north to an elevator. Slide west to the main passage and take it north (poking around in side rooms for sarcophagi and breakable walls).

The gates to the north open into an ornate room with an elaborate fire trap in the north-eastern corner. To work it, step into the safe cor-

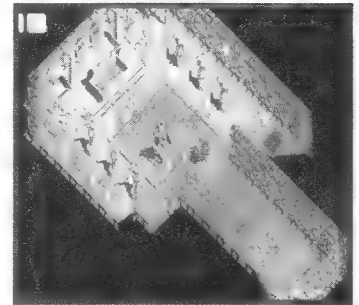


Fig. 12-9. Finish with the Skeleton Lord and plummet through the hole in the floor to continue.

sarcophagus holds a Flimsy Copper Long Sword of Bewilderment.

The tunnel turns north into a room with two statues along the northern wall. The sarcophagus holds your first Skeleton Lord; he gives up a Kite Shield. When you're ready, drop through the hole in the floor.

Move east, through

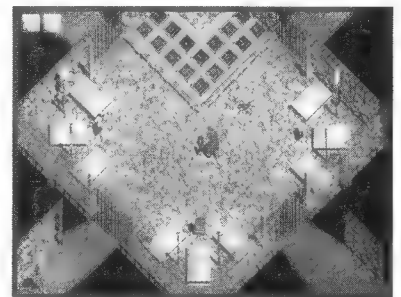
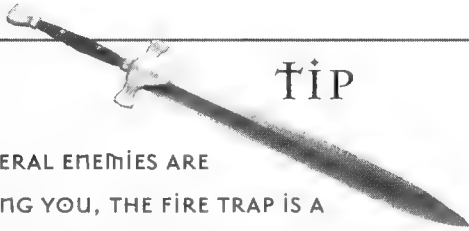


Fig. 12-10. The Fire Trap Room.





TIP

IF SEVERAL ENEMIES ARE CHASING YOU, THE FIRE TRAP IS A GREAT WAY TO TAKE THEM OUT *EN MASSE*. YOU WON'T GET ANY EXPERIENCE FOR THESE KILLS, BUT IT MAY SAVE YOUR LIFE.

ner of the room and tug on the switch; a wave of fire sweeps outward.

Paths lead in all four directions. Search the western and northern rooms for anything useful, then proceed east into a corridor with several more side rooms. Waiting for you are Skeletons, a Flimsy Iron Battle Axe, and a big bag of gold.

Burst northward through the gates into a crypt full of statuary. Spitting Spiders and Skeletons are your company. Alcoves to the north and east and contain a Grand Leather Tunic of Anti-Zap.

Proceed via the west exit but beware your first fist trap. If you want to see what it does, stand fast as you enter the room. Two Skeletons foolishly amble across the pressure plate and feel the vengeance of the fist trap. Avoid

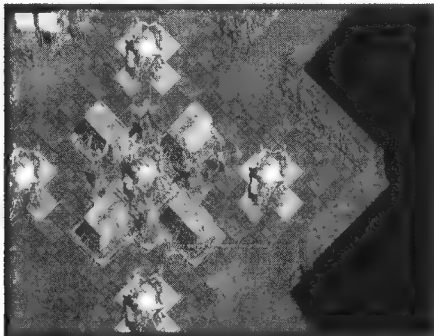


Fig. 12-11. The Statuary Room.

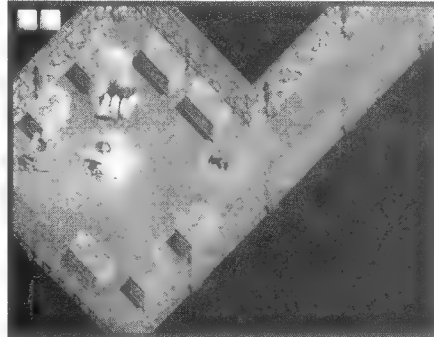


Fig. 12-12. The fist trap in action.

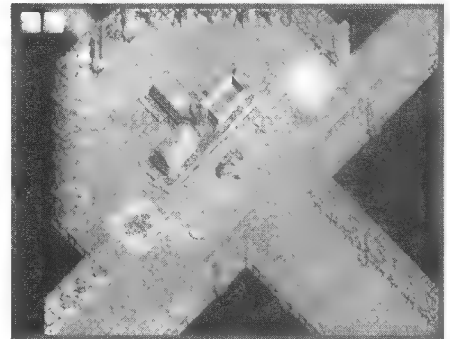


Fig. 12-13. Your eventual exit is to the north.

the pressure plate and shift northward, dealing briefly with the Spider opposition.

This room comes furnished with a pair of fist traps. It also boasts a locked gate to the north, a Skeleton, a sarcophagus holding a Shuriken of Flame, and halls leading east and west. Explore the eastern room.

To the west, a red button adorns the wall; pressing it unlocks both the north door in the main room and the door



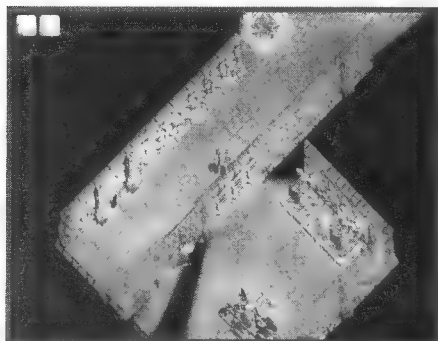


Fig. 12-14. A dual-purpose button opens both the door below and the one leading to the staircase.

just south of the button. Before you push it, peer through the window and thin out the room full of Skeleton Lords and Skeletons. Inside, you find out what they've been guarding: a huge bag of gold.

Return to the main room and head through the now-open northern gate and to the staircase.

Move north past Mana obelisks, passing through a gate and some large doors. You want proof about Hecubah? How about the woman herself? You intrude upon a conversation between the villain and one of her pet Necromancers.

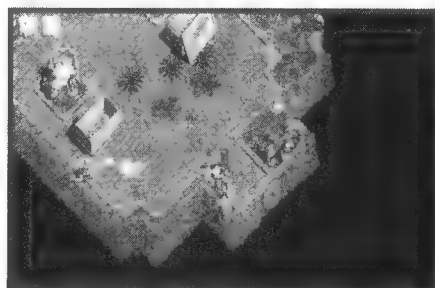


Fig. 12-15. This Necromancer will be your toughest fight yet. Keep him on his heels with War Cry.

tion of careful defense and magic disruption. Allow his Missiles of Magic and Fireballs to hit your shield. Use War Cry to interrupt and shut down his spell casting and immediately Berserker Charge. He leaves behind a Skeleton Beast Scroll.

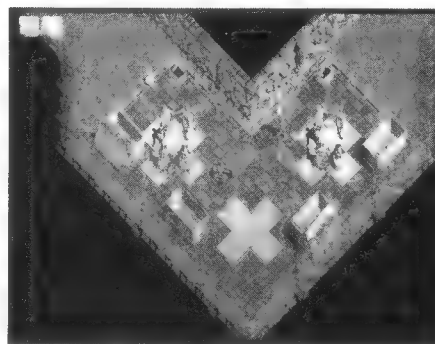


Fig. 12-16. Pick either direction.

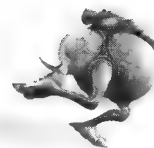
March north through the gate and fall down a pit. You land safely on a cross between two obelisks. A chest to the northeast holds a Sturdy Iron Mace of Embers—equip it now. You may go either north or east (they go to the same place).



TIP

SAVE HERE.

She sick the Necromancer on you as she departs. Fighting this enemy is a combina-

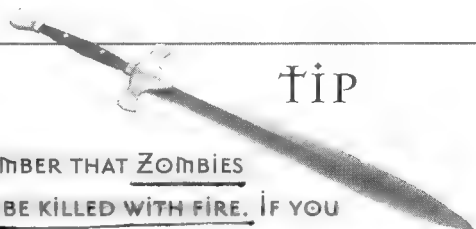


TIP

GOING NORTH ALLOWS YOU TO SNEAK UP BEHIND A PAIR OF SPITTING SPIDERS. OTHERWISE, THE EAST ROUTE IS EASIER.

On the east path, you meet your first Zombie—hit him with your new Mace or some other flame-enchanted weapon.

At the end of the hall, in a room with five sarcophagi, Zombies swarm and paths lead north and south. Loot the southern room for several items and Shuriken of Flame.



TIP

REMEMBER THAT ZOMBIES MUST BE KILLED WITH FIRE. IF YOU DROP THEM ANY OTHER WAY, THEY'LL GET BACK UP IN A MOMENT.

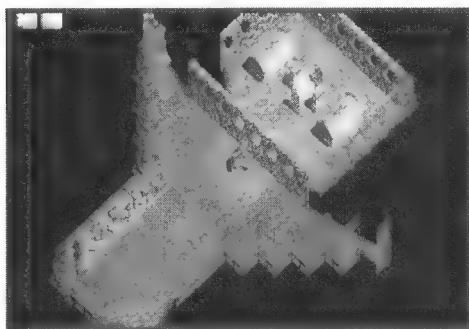


Fig. 12-17. Unless you want to fight the Skeleton Lord hidden in that sarcophagus, don't break the walls yet.

Head back to the five-sarcophagus room and go north to a room with blue fire and two sarcophagi inside **destructible**, windowed walls. Deal first with the Spitting Spiders and Zombies that engage from the north. Then, **reach into (but don't break)** the walls to open the sarcophagi. One contains a Skeleton Lord and the other, gold.

Two passages lead east; take either one. At the intersection, go east into a corner room with Skeleton, Spiders, Zombies, Spitting Spiders, and pillars and statues along the north-west walls.

SECRET AREA

In the north of the corner room, look for a gap between two columns and break the wall to expose a Secret Area.

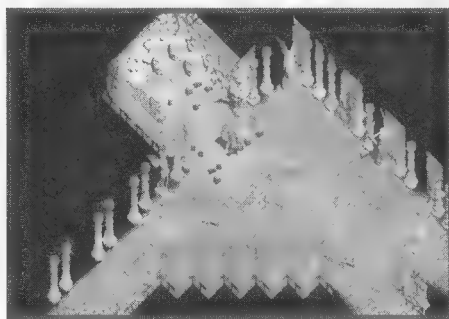


Fig. 12-18. The gap in the statues offers a clue to the location of a secret.

Exit the corner room west, turn south, and take the first passage west. Shift south and follow the hall to a room



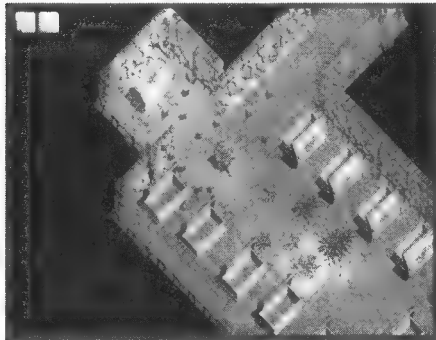


Fig. 12-19. *So many sarcophagi!*

with a dozen sarcophagi and a fist trap. Some of the sarcophagi have enemies, others goodies. Here's which is which:

- ♣ **2nd on east:** Mighty Iron Chainmail Leggings
- ♣ **4th on east:** Skeleton Lord
- ♣ **Far end:** Iron Round Shield of Anti-Zap
- ♣ **4th on west:** Shuriken of Flame

SECRET AREA

Break the northern wall in the dozen-sarcophagi room for a Secret Area.

Travel east, north, and east again. Take the first corridor south to a room with a diagonal wall. Continue south where the path ends in a fence to the east and a locked gate to the south. You'll need the Gold Key to open the locked gate.

Reach through the fence to get a Silver Key (you can see the Gold Key beyond it)



and backtrack north, going east and south past two fist traps and another gate. (A Silver Key is needed.) Continue south to a room with two sarcophagi (they house Zombies) inside alcoves and the Gold Key to the west. Return to the Gold Key gate.

Press south to an intersection, exploring the passages to the west and east. To the west, you'll find Shuriken of Flame and a fence along the western wall through which to snipe at Zombies. To the east, three coffins feature a Zombie, a Ghost, and an Iron Kite Shield. Return to the intersection and go south to a room with a diagonal wall.

Two paths lead south; take either.

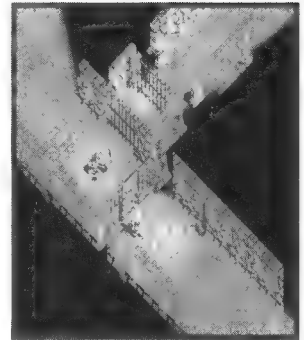


Fig. 12-20. *You can get the Silver Key now, but you'll have to find a way to that Gold Key.*

SECRET AREA

Take the eastern of the two paths and break the wall to the east for a sarcophagus with Shuriken of Bewilderment.

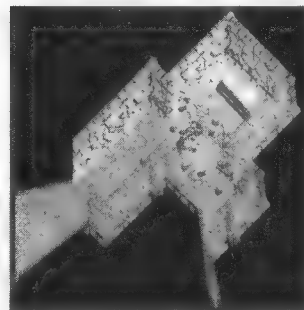


Fig. 12-21. *The wall here has been weakened by something.*



Proceed west, avoiding a fist trap, to a room with three fist traps and several Zombies. Continue west and turn north, but not before sniffing out the Shuriken of Fire in the western alcove.

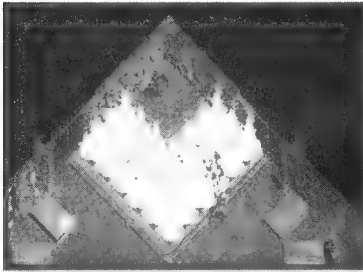


Fig. 12-22. This second fire trap comes in handy very quickly.

Trudge north to a second fire trap room and peek through the western gate to attract the attention of a pack of Zombies—you may have to run around a bit to herd them all. When they're all following, run to the fire trap with Zombies in pursuit and pull the switch. Clean up the survivors and exit west.

Veer north to a small room with fireballs protecting the paths to the exit. Look through the window in the wall directly ahead and toss a Shuriken to hit the red button and deactivate the fireballs. Search the side room to the east and drop down the hole near the red button.

Stroll north through the doors and turn east. A sign reads, "Barbaric Guardian of the Crypts." That doesn't sound good. When you pass through the door and walk toward metal

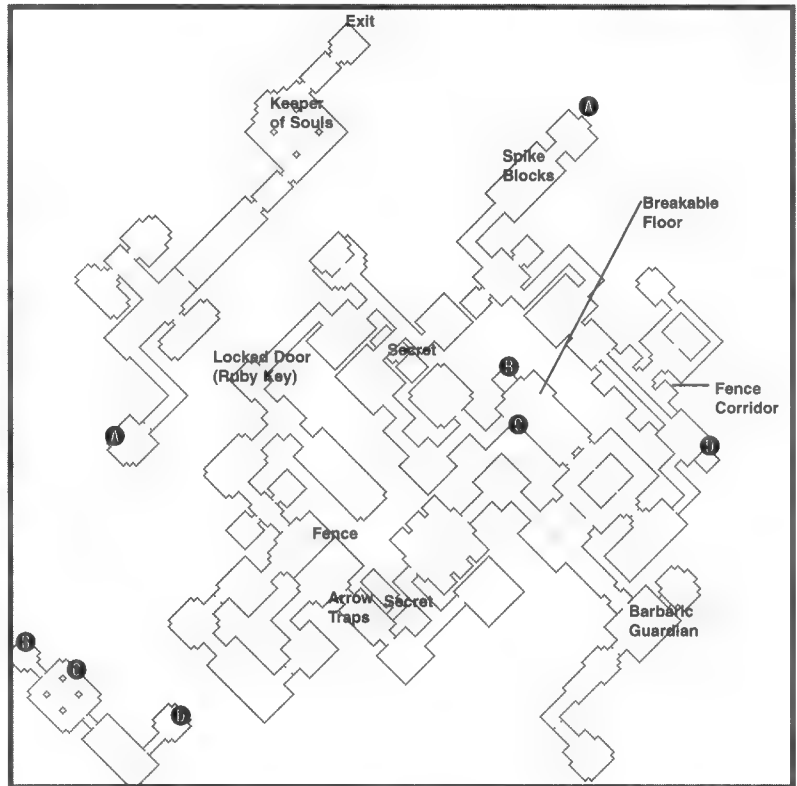


Fig. 12-23. Map C.

gates to the north, the Guardian bursts out from the wall to the east.

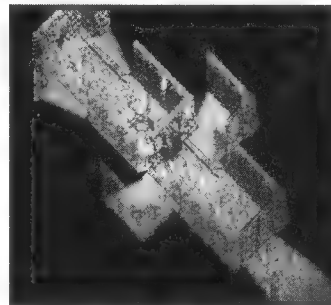


Fig. 12-24. Fire Shuriken through this window to disable the fireballs.



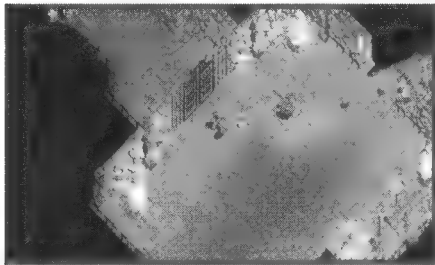


Fig. 12-25. This undead Warrior is fast and well armed.

The Guardian blocks ranged weapons very well, so you must focus on keeping him on the run. Arm your weapons charmed with Bewilderment to keep him dazed and confused, and Berserker Charge him relentlessly. When he's vanquished, you may pick up his possessions: Mighty Bronze Long Sword of Flame, Mighty Iron Chainmail Tunic, Mighty Iron Chainmail Leggings, Mighty Iron Chain Coif, Iron Round Shield, and Mighty Armored Boots. In his den (to the east), you'll find a big dose of gold.

Proceed through the gate to the north to a room with an ornate sarcophagus surrounded by stone obelisks. March on to the north.

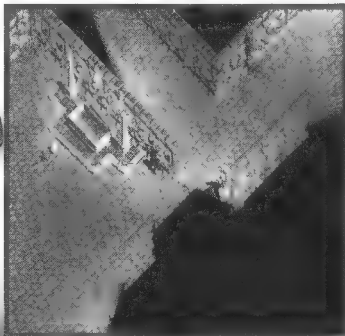


Fig. 12-26. Snipe through these windows at passing Zombies.



TIP

LOOK THROUGH THE WINDOWS TO THE EAST AND MAKE NOISE (BANG YOUR SWORD ON THE WALL) TO DRAW OUT SOME ZOMBIES. PICK THEM OFF FROM HERE TO THIN LATER OPPOSITION.

Turn the corner at a sarcophagus with two Mana obelisks and continue west through a room with Zombies and two blue sarcophagi. Slip west through the gate and follow the passage south past a fist trap.

At the T-intersection, explore east to battle a Zombie and a Ghost but quickly return to the T and resume your trek via the west tunnel.

After passing through a door to the north, pause to notice the horizontal gray floor tiles; these are triggers for a series of arrow traps in the walls.

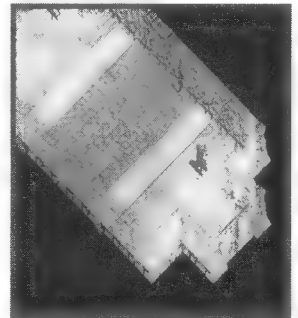


Fig. 12-27. These gray floor plates trigger arrows from the side walls.

SECRET AREA

On the east wall, just south of the first arrow trap pressure plate, smack the wall to open a Secret Area. Beware the Poisonous Spider.

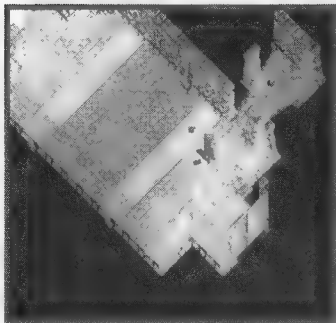


Fig. 12-28. Before braving the arrow traps, pause to rap on this wall.

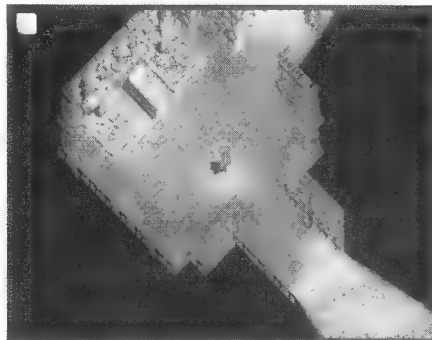


Fig. 12-30. Collect the Shuriken on either side of this sarcophagus.



Fig. 12-29. You can empty out this entire room now or wait until you emerge on the other side of the fence.

Jump over the traps to continue north and through a door to a room divided by an iron fence. Spitting Spiders shoot from the other side and there are Zombies in both halves of the room; squash the Spiders first.

Take the west door to a room with two Mana obelisks and a Zombie and stomp west through an iron gate to a graveyard full of Zombies.

To the north, a small room features a sarcophagus with Shuriken of Flame on either side. Collect both sets of Shuriken and turn east through another gate to a Zombie room with a central sarcophagus and a sole Mana obelisk.

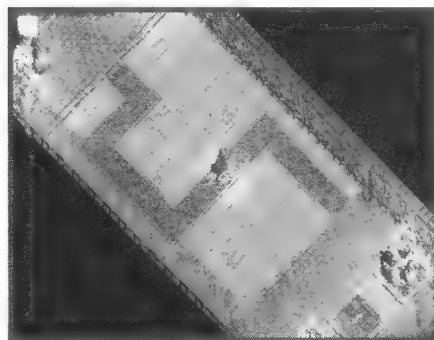


Fig. 12-31. Walk the safe path to get the Ruby Key.

To the south, a room packed with pressure plates (connected to arrow traps along the east wall) houses the Ruby Key. Either carefully





PRIMA'S OFFICIAL STRATEGY GUIDE

follow the safe path leading through the traps or run quickly along the western wall to claim the key. Return to the locked door and pass through it to the east.

Make some noise to draw the Skeleton over the fist traps, then traverse the traps yourself.

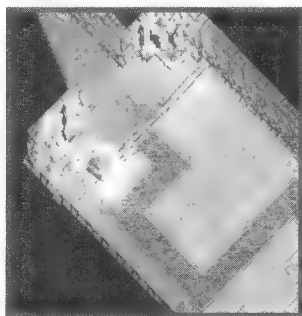


Fig. 12-32. Or you can run like hell against the west wall.



Fig. 12-33. Enter this corridor ready for company.

Backtrack a bit and take the passage west where Zombies burst out of the north and south walls.

TIP

YOU COULD JUMP BETWEEN TRAPS, BUT IT'S RISKY. IT'S BETTER TO SIMPLY JUMP-AND-RUN DOWN THE HALL.

Your course takes you south into a room with a Skeleton, then east to a T-intersection. Creep north to find a nest of Spiders (including a Spitting Spider) behind a gate. Open their sarcophagus for a

Sturdy Iron Chain Coif of Anti-Spark. Retrace your steps to the T-intersection and bear south then east into a small room with five sarcophagi—inspection reveals Mighty Leather Armbands of Anti-Zap.



SECRET AREA

The Zombie lair to the south contains a breakable southern wall that exposes a Secret Area.

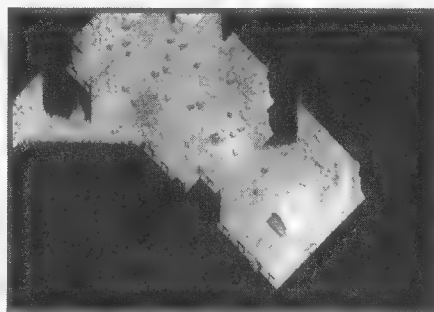


Fig. 12-34. Zombies are secretive creatures.

The room to the west houses four sarcophagi: the northeastern and southeastern hold potions and the others contain Zombies. South leads to a room with four fist traps and some Bats—stand in the middle and keep your cool to avoid a squishing.



Fig. 12-35. *Don't lose your head and bumble onto a pressure plate.*

An eastern passage forms part of a T-intersection. Visit the room to the north and then resume the trail south and east through a door.

The northern part of the room is floored in solid stone but the southern tile seems to be very unstable. Use your Tread Lightly skill to traverse the breakable floor and reach the solid tile on which sits a Mighty Iron Chain-mail Tunic.

Leave the tile room through the iron gates to the south. There's a room inside the one you're now in that contains treasure. Walk

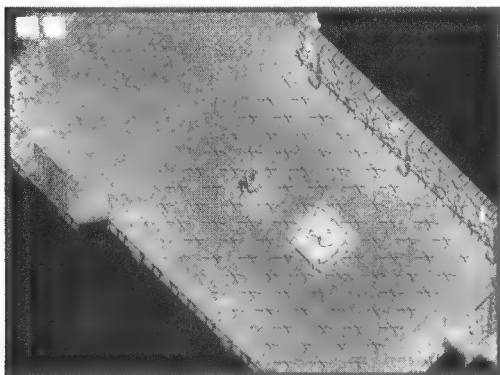
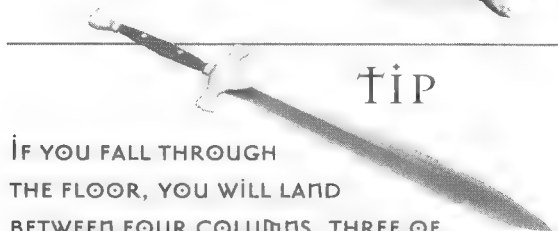


Fig. 12-36. *Most of the lower half of this room is floored in breakable tile.*



Tip
If you fall through the floor, you will land between four columns, three of which contain skeletons that burst out as you arrive. There's a potion in the fourth column. The elevator to the north takes you back to the top. You may have trouble, however, traversing the broken tile room—you can take two running jumps, Tread Lightly, or walk along the northern wall (it's safe) and jump to the center.

south to a room with four Mana obelisks; ransack the sarcophagi for valuables.

Venture east through the gate, jump over a fist trap, and turn north to the fence corridor. A Spitting Spider to the east is your first priority; then consider the Skeleton and the Skeleton Lord. Walk to the end of the fence and open the gate to the west to explore. Return to the north end of the fence, go through the



Fig. 12-37. *The fence corridor has threats in all directions.*





gate on the east side, and take the hall leading to the east.

This side chamber features an inner room in which a Skeleton guards both a **Sturdy Iron Battle Axe** and the entrance to a room in the upper northeast corner that houses gold and Bats. Return to the fence corridor and head north.

Turn east, jump over a fist trap, and follow the path to a small room with three Zombies and a Ghost. Check out the side rooms and continue north and east.

Jump over the pressure plates to avoid the long line of spike blocks. Collect the bounty in the last room to the west and head down the staircase.

Begin east through the doors, turning north to arrive in a narrow room with several side chambers and a metal door exiting east.

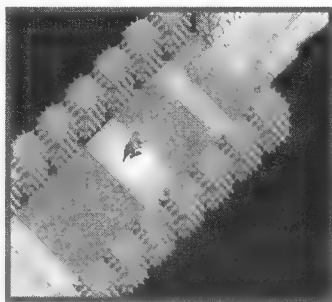


Fig. 12-38. *Just don't touch the pressure plates and everything will be fine.*

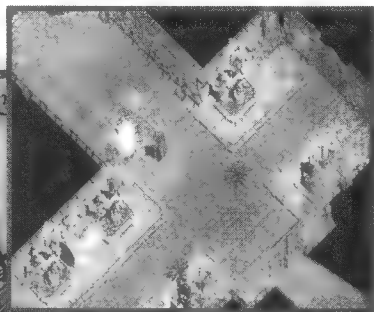


Fig. 12-39. *Loot this tomb; you'll need everything you've got to go up against the Keeper of Souls.*

Ransack the entire area to find various goodies including **Shuriken of Flame**.

Pass through the eastern doors, noting the sign: "Keeper of Souls." Jump over two sets of flames to the east and then go through a gate and some double doors to the Keeper's lair.

As you approach the three sarcophagi to the north, the Keeper teleports in to fight you. This undead Wizard uses Invisibility, Blink, and a Lightning Staff. The Staff does big damage but needs a line of sight to hit; use the pillars and obelisks for cover in between **War Cries** and **Berserker Charges**. When he's spent, the Keeper drops a **Sturdy Wizard Robe**, a **Sturdy Wizard Helm**, **Mighty Leather Boots** of Anti-Zap,

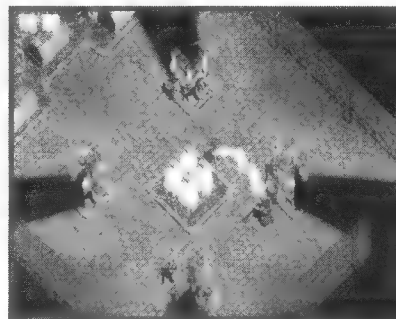


Fig. 12-40. *This Wizard will defend the Tomb of Valor from all mortals.*



TIP

YOU CAN ONLY USE THE KEEPER'S BOOTS, BUT THE REST WILL FETCH A NICE PRICE.

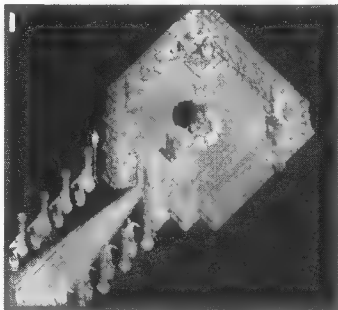


Fig. 12-41. *At last, the exit.*

and his **Lightning Staff**.

Exit via the northeast door to find the elevator to the surface.

CHAPTER 13

EPISODE 5: OGRE RAID AT THE HAMLET OF BRIN

INTRODUCTION

MAIN QUEST(S)

- ♣ Rescue the Maidens of Brin from the Ogre village of Grok Torr and lead them to safety.

SUB-QUESTS

- ♣ Recover Matilda's cloak from the Ogres and return it to her.

ENEMIES

- | | |
|---------------|---------------------|
| ♣ Bat | ♣ Scorpion |
| ♣ Black Bear | ♣ Small Cave Spider |
| ♣ Cave Spider | ♣ Small Spider |
| ♣ Ghost | ♣ Spider |
| ♣ Giant Leech | ♣ Urchin |
| ♣ Ogre | ♣ White Wolf |
| ♣ Ogress | |

QUEST AND CONTINUATION ITEMS

- | | |
|-------------------|----------------|
| ♣ Matilda's Cloak | ♣ Sapphire Key |
| ♣ Gold Key | |

SECRET AREAS

- ♣ 3

SHOPS

- ♣ Loproc
- ♣ Barkeep



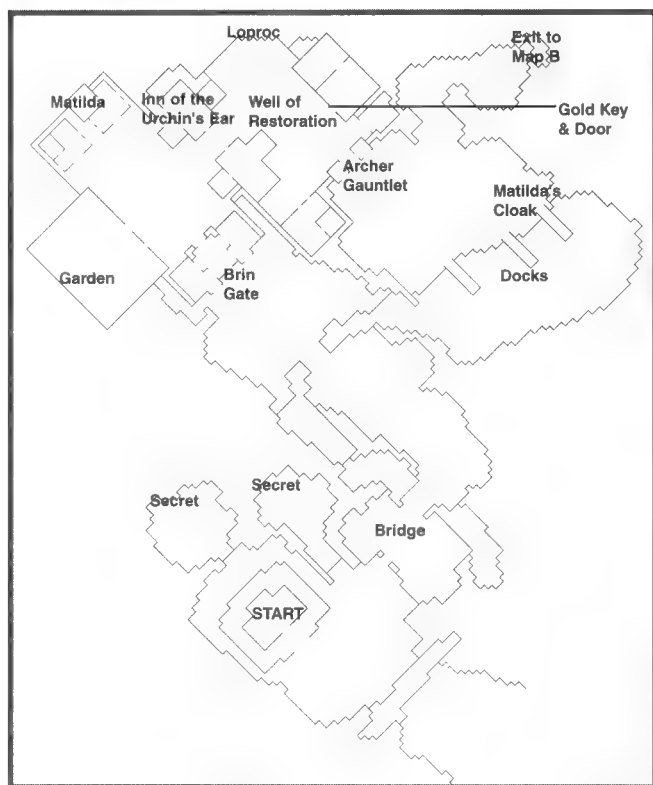


Fig. 13-1. Map A.



Fig. 13-2. The Captain and Ingrid have a job for you.

sister Glynda and several maidens abducted from the town of Brin. Proceed east toward Brin.

SECRET AREA

Before taking the path east, walk north around the building from which you just came. When you see three barrels against the wall, crush them and the wall behind them for a secret. A Sturdy Iron Battle Axe is guarded by a Spider and a Ghost.

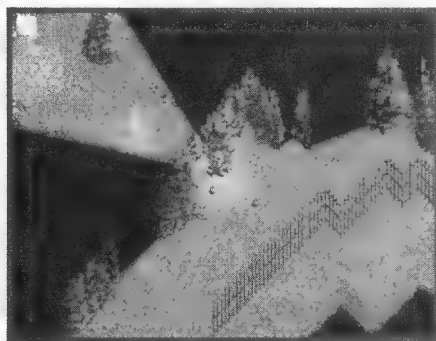
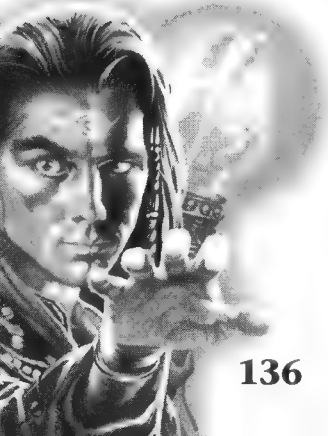


Fig. 13-3. Look for these barrels to give you a clue.

WALKTHROUGH

The elevator rises from the Tomb of Valor to a room with two sarcophagi and an exit to the south.

You are immediately greeted by the Airship Captain and a young woman named Ingrid; they ask you to go to the Ogre village of Grok Torr to rescue Ingrid's





SECRET AREA

Again, before you head east to Brin, blaze the small path to the northeast and break open the wall in a clearing to the north. You must fight a Black Bear, but you get several Sturdy armor items and some food.

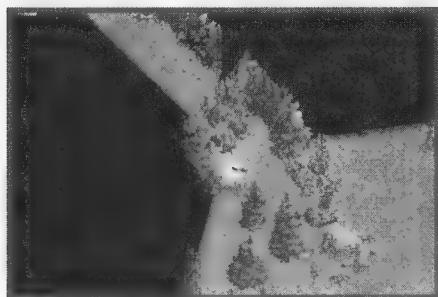


Fig. 13-4. A secret Bear den.

Follow the path to Brin to a bridge and speak with the guards. On the opposite side of the bridge, as the path turns north, kill the Ogresses (or let the guards do it), and pick up some of their Ogre Axes. A White Wolf is hunting around the next bridge.

As you cross this small bridge, an Ogress immediately assaults you. Defeat her, then pick up her Axe and march to the outer gate of Brin.

Enter the outer gate and explore the two side rooms for some food and light weaponry. Pass through the inner gate to Brin.

As you enter the town, Ogresses and an Ogre are attacking villagers. Do the right thing and mosey north to the town's center, a courtyard with a large tree.

Go west to the garden where an Ogre is chasing a villager. Return to the town center.

To the north, two houses smolder and burn. You can inspect the western house for treasure (jump over or douse the flames).

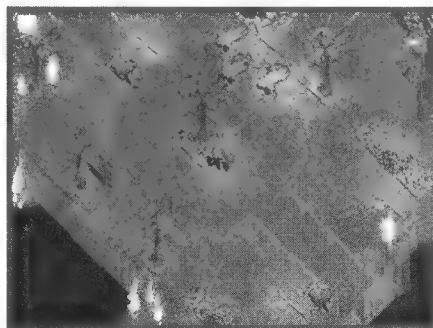


Fig. 13-5. Stop the carnage and earn the respect of the town.

Enter the other house, inspect the bedroom, and talk to the woman, Matilda. She asks you to retrieve her father's cloak; the Ogres stole it and took it toward the docks. Accept the quest and return to the street.

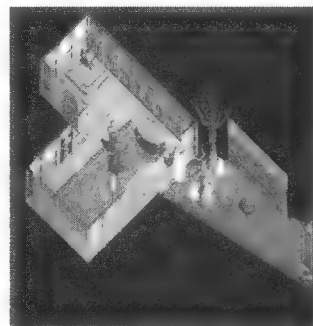


Fig. 13-6. Meet Matilda to get a little extra work.

In the northeast corner of town, check out the Inn of the Urchin's Ear and buy the Ogress Beast Scroll and the White Wolf Beast Scroll. Scour the bar and the back areas for supplies and return to the street.

Further east, you'll (again) meet Loproc: As usual, his prices are less than perfect but he has some exotic stuff. The Mighty Bronze Battle Axe of Zap and the Tick is tempting.



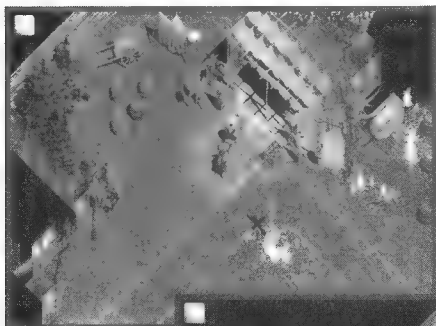


Fig. 13-7.
*Loproc
again!*

South
of Loproc,
note the
Well of
Restoration

and (due east from it) a black door. Reach
through the door to get a Gold Key. Now
open the black door to loot the room.

Once you've checked out all the houses in
Brin, exit via the gates in the southeast corner.
Here, two archer posts defend the town
against invasion. A battle rages outside the
town as you arrive.



Fig. 13-8. *This black door can be
opened. Note the Well nearby.*

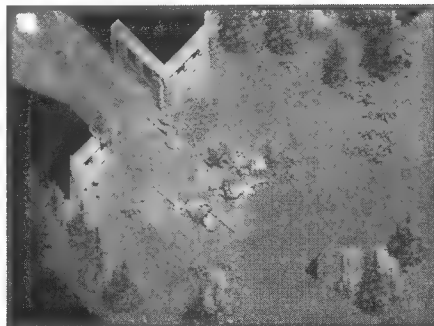


Fig. 13-10. *A dead Ogress gives up
Matilda's cloak.*

Trudge south to the docks and clear the
area of Ogresses. One of them drops Matilda's
father's cloak. Explore around the docks.



TIP

RUN TOWARD THE DOCKS
AND DRAW THE OGRESSSES BACK
TO THE ARCHER GAUNTLET. YOU WON'T GET
ANY EXPERIENCE FOR THE KILLS, BUT IT WILL
DO THE JOB.

Return to Matilda and she rewards you.

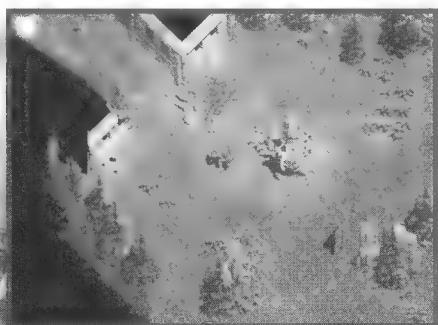
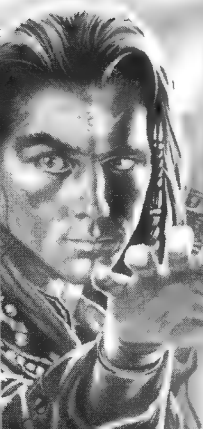


Fig. 13-9. *The archer gauntlet.*



Fig. 13-11. *This path takes you to
the Ogre town of Grok Torr.*

CHAPTER 13 EPISODE 5: OGRE RAID AT THE HAMLET OF BRIN

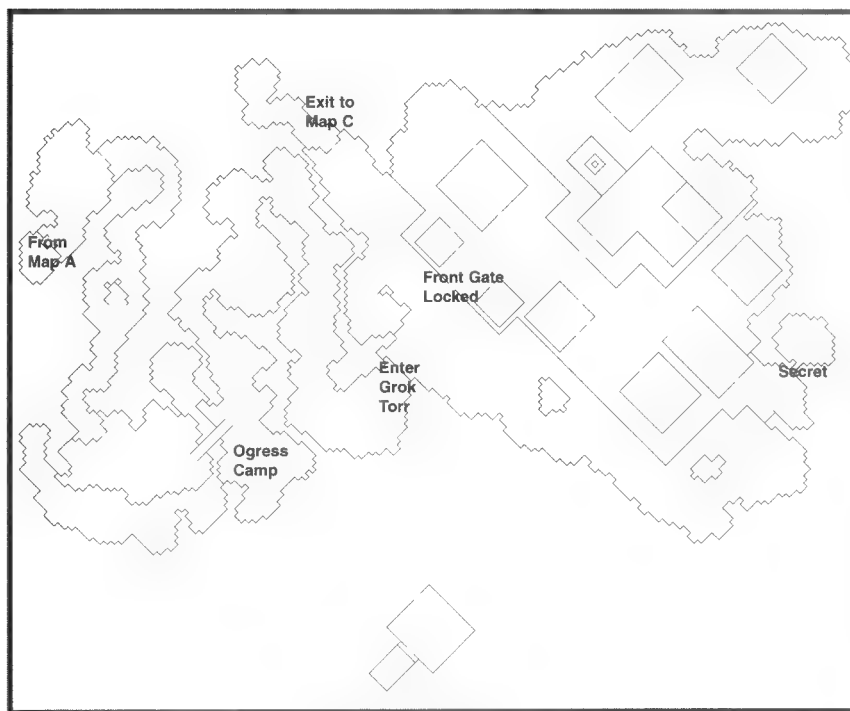


Fig. 13-12. Map B.

Go back to the docks and follow the path (the sign reads, "Path to Grok Torr") to the north to a cave entrance guarded by Ogresses.

Enter the cave to the northwest and follow its meanderings. Spiders and Bats serve as your welcome wagon. Eventually, the cave

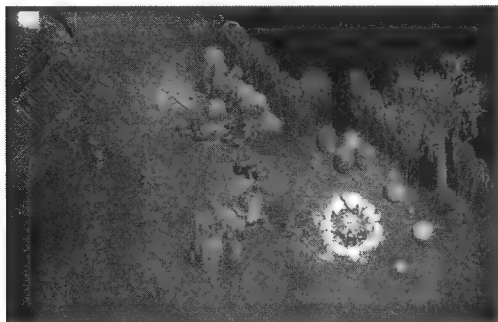


Fig. 13-13. Camping is a very dangerous sport, especially with you around.

opens to the south in a swamp.

Wolves and Ogresses try to impede your progress as you approach and cross the bridge to the east.

Swing south from the bridge to an Ogress camp. Slaughter the campers and search their sacks for a Mighty Cloak of Polyp's Bane.

Follow the path north and wind your way back south to a clearing. Ogres and Ogresses are surprised by your arrival.

Turn east toward a wooden gate, the entrance to Grok Torr, and explore the area to

the south. The gate to the town itself is locked. Outside the fence, you must fend off Spiders and White Wolves.

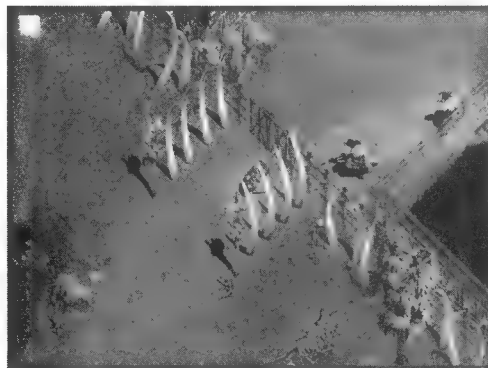


Fig. 13-14. The main gate to Grok Torr is locked.



TIP

MAKE SOME NOISE OUTSIDE THE FENCE (HIT IT WITH YOUR SWORD) AND PEPPER SHURIKEN AT ANY OGRES AND OGRESSES THAT COME TO SEE YOU.

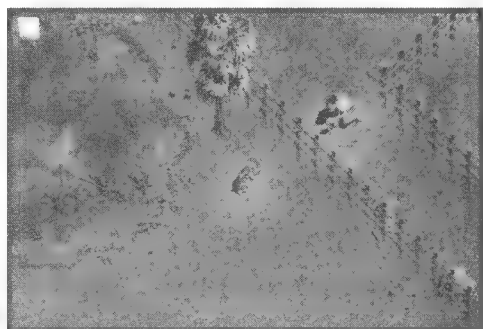


Fig. 13-15. Sniping is both fun and safe.

Retrace your steps along the gate and go north past the locked main gate. Be sure to check out the Wolf's den to the southwest.

Continue north past more Wolves and Ogres to a cave entrance to the north. Inside the cave, wind to the end and jump down the hole.

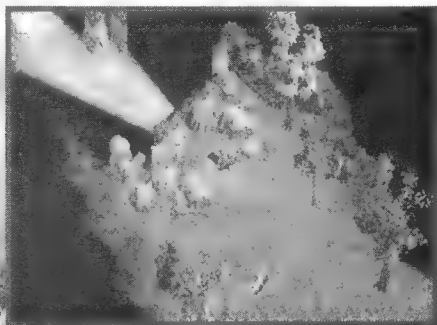


Fig. 13-16. You'll need to go below ground to get into Grok Torr.

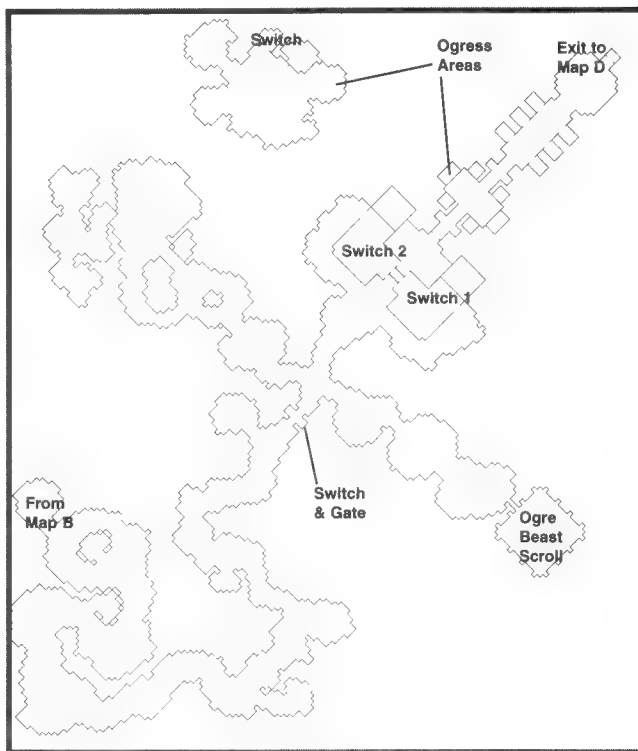


Fig. 13-17. Map C.

Spelunk into the cave, bearing south and around a central chamber (full of Bats). Winding around the cave, you'll deal with Giant Leeches, Spiders, Bats, and Black Bears.

This passage terminates at a locked gate and a switch. Pull the red lever to open the path to a four-way intersection.

First, go south. You'll first need to clear out a room of Ogresses and Bats before you can enter the

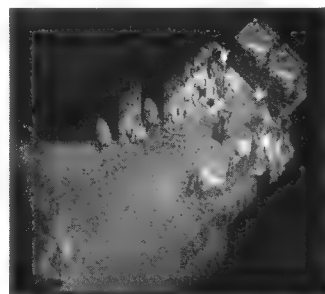


Fig. 13-18. Pull this switch to continue.

CHAPTER 13 EPISODE 5: OGRE RAID AT THE HAMLET OF BRIJ

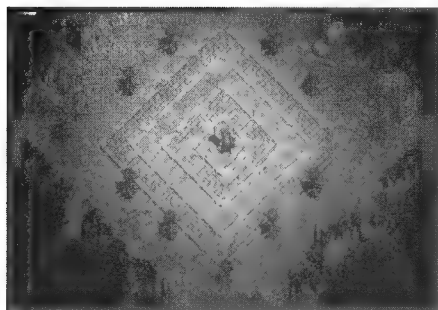


Fig. 13-19. Rush to the center for a very useful prize.

narrow door to the south. Inside, an intricate system of spinning spike columns converges in the center of the room and retracts out to the walls. Run to the safe spot in the dead center of the room as the columns spread outward. Pick up the Ogre Beast Scroll, wait for the spikes to start outward again, and follow them toward the door. Return to the four-way intersection.

Take the northern passage. Scorpions and Bats populate a large room at the end of the hall. More Scorpions break out of a small room to the east.

Explore the entire area; the inquisitive will uncover a Bronze Kite Shield of the Dragon's Claw and a Mighty Cloak of Healing. Go back to the four-way intersection.

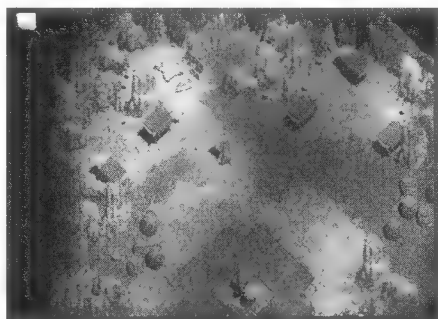


Fig. 13-20. Outstanding weapons reward brave Scorpion hunters.



Fig. 13-21. The way is locked . . . twice.

Finally, creep up the east corridor to another four-way intersection and fight a gang of Ogresses. The path east is blocked by two consecutive locked gates.

Explore southward to locate a double door leading north. In this room full of Ogresses, pull the red lever to lift one of the two gates covering the east path.

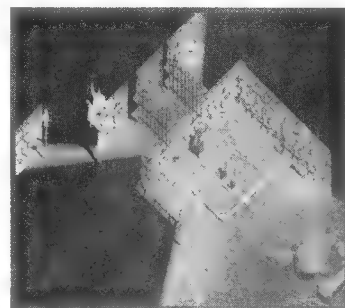


Fig. 13-22. This switch operates one of the gates outside. There's another just like it on the other side.

Return to the intersection and go north to find the other switch. Enter the doorway to the south, brush aside the Ogresses, and pull the second switch to open the way.

Return to the intersection and go east where, in the next room, Ogresses burst





from the walls. Explore their hideouts and continue east through the next doorway.

As you enter this Ogress Arena, the door locks behind you and a squad of Ogresses converges to attack. Take any of the elevators down to continue the fight on the lower level. Emerging bloody but victorious, search this lower room thoroughly—particularly the gated room to the east.

Search for a switch along the eastern wall. Pull it, go back upstairs, and sneak into the jail to the east.

Kill the caged creatures and the Ogre that comes out to investigate, then walk to the east end of the jail and pull the switch to

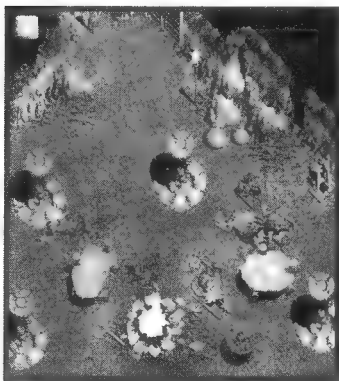
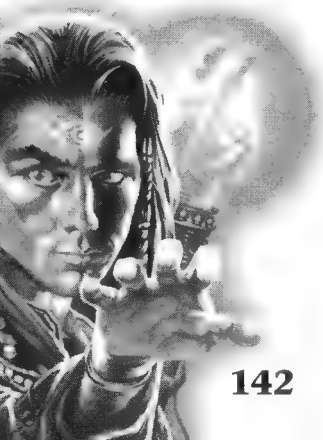


Fig. 13-23. Hit this switch before going topside or you'll have nowhere to go.



TIP

YOU CAN LEAVE THE BEASTS IN THEIR CAGES IF YOU LIKE, BUT YOU WON'T BE ABLE TO SEARCH FOR SUPPLIES FROM THE CAGES IF YOU DO.

unlock the cell doors. Once the guard and the animals are no longer a problem, search the cells.

Exit east through the door.

Take the elevator up to the surface and surprise a pair of Ogresses looking the other way. Leave the room and creep northwest to the Bunkhouse. Snipe through the windows and

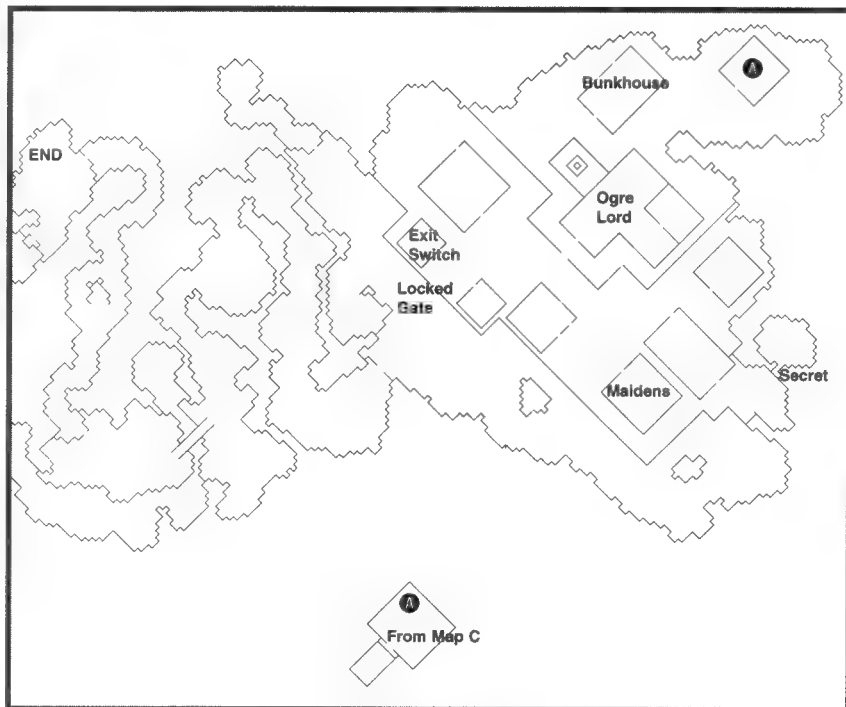


Fig. 13-24. Map D.

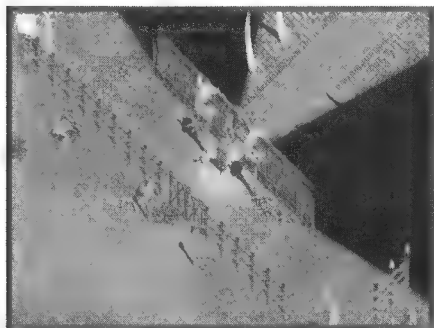
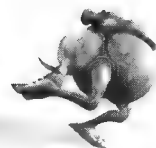


Fig. 13-25. *This way to the Ogre Lord and his posse.*

root around inside for prizes. Clear out the entire outdoor area above the locked gate.

Snipe through the locked gate before heading east from the gate into the Ogre Lord's hut. This Shuriken-firing giant and his band of merry Ogres attempt to snuff out your little quest right here. Ignore the Ogres (unless they corner you) and focus on the Lord. Block his flurries of Shuriken and Berserker Charge him at every opportunity. Your prize for defeating the Ogre Lord is a Red Potion, Shuriken of Stun, and regular Shuriken.

Explore the Ogre Lord's hut. To the north, a Sapphire Key appears in a cage; reach in to get it—you'll need it to open the locked gate to

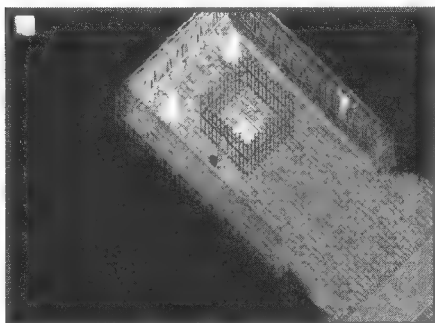


Fig. 13-26. *Snag this key to access the western portion of the town.*

the western section of the town. Search the unlocked room to the south and the rest of the main room. Keep an eye out for a Mighty Silver Ogre Axe of Embers. Leave the Ogre Lord's hut and pass through the gates to the west.

SECRET AREA

In the southeastern corner of Grok Torr, in the backyard of a large hut, look for a Mana obelisk. Next to it is a breakable wall to a Secret Area where Black Bear protects a Mighty Silver Chain Coif of Cure Wounds.

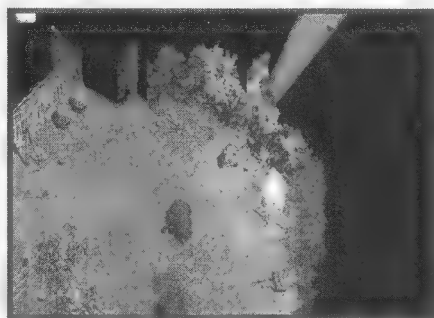


Fig. 13-27. *A rare Mana obelisk marks a Secret Area.*

Clear out this entire area of Ogres, Ogresses, Wolves, Bats, and Spiders and ransack all the buildings for keepsakes. You'll eventually stumble upon the pen in the southwest corner of the town in which the Brin maidens are held. Do not release them until you've exterminated all the monsters of Grok Torr!





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Pull the switch to release the Brin maidens and wait for *all* of them to exit the pen.



Fig. 13-28. Tug on the switch to release the maidens. When they all leave the pen, lead them home.



TIP

SAVE HERE. IF ANY OF THE MAIDENS DIE ON THE TRIP HOME, YOUR QUEST FAILS. SO LONG AS YOU'VE CLEARED THE TOWN OF MONSTERS, HOWEVER, THAT SHOULDN'T BE AN ISSUE. IF THEY ARE POISONED BY A SPIDER, YOU MAY DROP MUSHROOMS TO CURE THEM, BUT BEWARE THE SIDE EFFECTS.

Walk the maidens toward the western gate of Grok Torr. Enter the small hut north and east of the gate and pull the switch to open the main gate. Lead the ladies out to the west.



Fig. 13-29. This switch gets you out of Grok Torr.



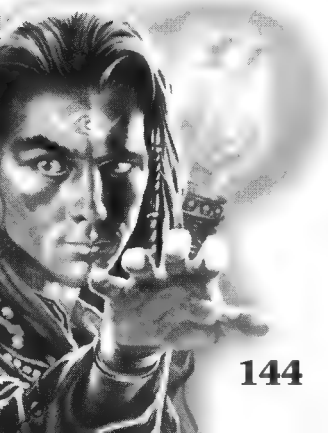
TIP

IF ANY OF THE MAIDENS NEED HEALTH, DROP APPLES OR MEAT FROM YOUR INVENTORY. THE INJURED ONES WILL CONSUME THEM.



Fig. 13-30. Well done, lad!.

Herd the maidens back toward Brin, through the swamp and the cave. When you rendezvous with the Airship Captain, your mission is complete.



CHAPTER 14

EPISODE 6: THE HALBERD OF HORRENDOUS

INTRODUCTION

MAIN QUEST(S)

- ♣ The Warrior Fortress of Dün Mir is under siege. Fight your way to the throne room and recover the Halberd of Horrendous.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|-----------------|----------------|
| ♣ Necromancer | ♣ Small Spider |
| ♣ Ogress | ♣ Troll |
| ♣ Skeleton | ♣ Urchin |
| ♣ Skeleton Lord | ♣ Zombie |

QUEST AND CONTINUATION ITEMS

- ♣ Halberd of Horrendous
- ♣ Silver Key
- ♣ Sapphire Key
- ♣ Ruby Key

SECRET AREAS

- ♣ 2

SHOPS

- ♣ Bull's Shop



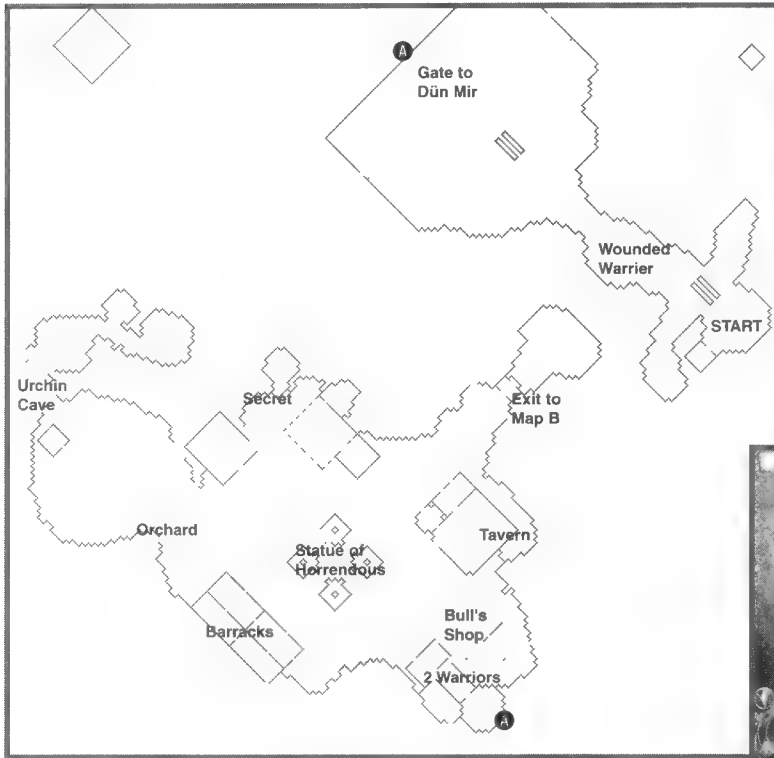


Fig. 14-1. Map A.

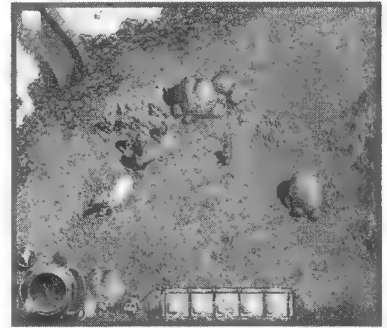


Fig. 14-2. This first battle is a tough one.



Fig. 14-3. Throughout this episode, Warriors will join your cause if you talk to them.

WALKTHROUGH

The Airship Captain drops you off south of the gates of Dün Mir. Cross the bridge to the north and talk to the dying Warrior—bow your head and inherit his Flimsy Iron Chain Mail Tunic.

Continue north to battle Zombies, a Skeleton Lord, Skeletons, and a Necromancer south of the bridge. Cross the bridge and enter the gate to Dün Mir.

When you enter, people are running away from something. Talk to the guards by the gate; they join you as escorts.

Bull's Shop to the east has great prices, but don't sell him anything unless you really need the money. It's your first chance to buy a Sturdy Iron Great Sword but it's *very* expensive. Buy it if you can possibly afford it; you won't get another chance for a while.

The town has been infested with undead, including several Necromancers. Explore the town as before, but don't approach the eastern gate to the Fortress until you're ready to





TIP

THESE FIRST TWO WARRIORS, AND SEVERAL MORE DURING THE LEVEL, WILL JOIN YOU ON YOUR JOURNEY. YOU CANNOT COMMAND THEM AS A CONJURER WOULD BEASTS IN A CREATURE CAGE—THEY ARE ALWAYS IN ESCORT MODE. IF ANY OF YOUR COMPANIONS RECEIVE INJURIES, DROP FOOD ON THE GROUND FOR THEM TO EAT.

leave. The Urchin Cave to the north is home to Shuriken of Flame.

SECRET AREA

Follow the path between the Machinery Shop and the Gauntlet to a breakable wall.

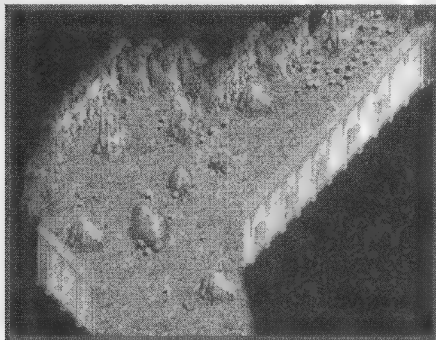


Fig. 14-4. A secret. Same place it was before.

When you're ready to proceed, walk to the eastern gate to go to the Fortress of Horrendous. The gate is, however, blocked by a massive army of the undead. You (with your escorts) may either fight this band or lead

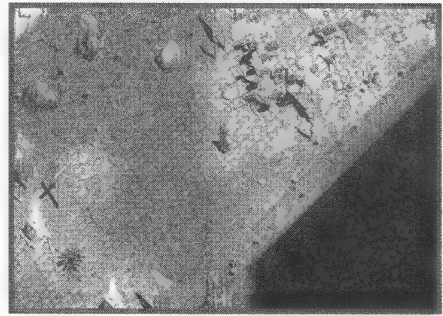


Fig. 14-5. Oh no! That is one big gang of Skeletons.

them away from the gate, run around them, and sprint through the exit. There's a lot of Experience to be had in fighting them, but it might be too much for the weak of heart.



TIP

WHEN YOU GET TO THE FIGHT WITH THE ARMY BY THE GATE, DON'T WORRY ABOUT YOUR TWO PARTNERS. EVEN IF YOU WIPE OUT EVERY ENEMY IN TOWN, THE WARRIORS WON'T ACCOMPANY YOU ANY FARTHER THAN THE EASTERN GATE. ALLOW THEM, THEREFORE, TO DO AS MUCH OF THE FIGHTING AS POSSIBLE. ALSO, DON'T LET LOSING THEM BE A FACTOR IN YOUR DECISION WHETHER TO FIGHT THE LARGE ARMY OR BREAK FOR THE DOOR.



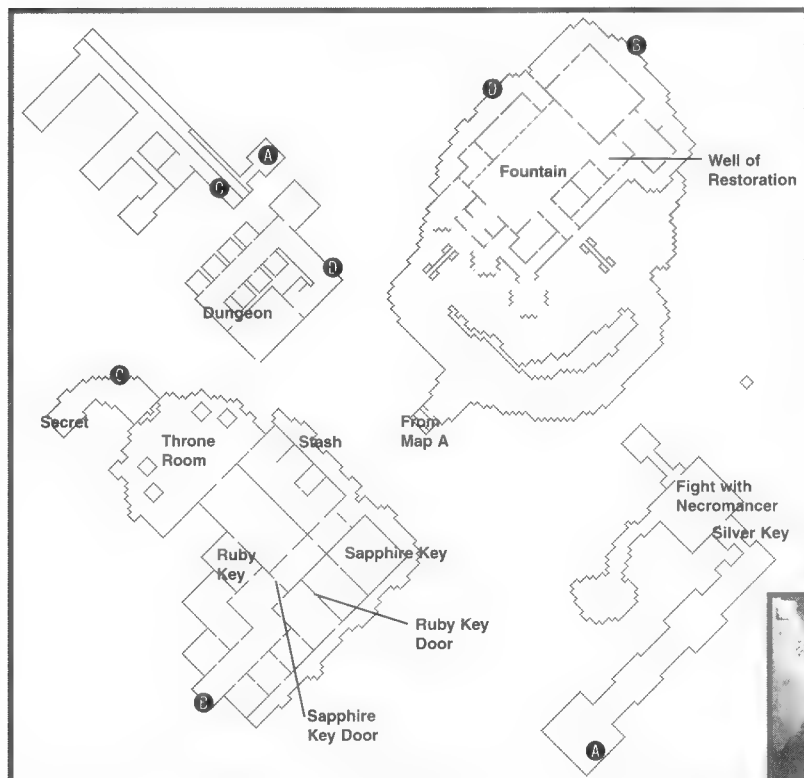


Fig. 14-6. Map B.

As you emerge outside of town, talk to two Warriors by the gate—they agree to escort you.



Fig. 14-7. The opposition is lighter to the north, but the rewards are greater to the south.

Head east to a T-intersection. Both routes go to the Fortress (east and south entrances). There are fewer monsters along the north, but more items to the south.

If you choose to go north, fight off some Skeletons and go north and east across a drawbridge and through the gate. Pull the switch to traverse spike blocks and enter the courtyard.



Fig. 14-8. This poor soul has left behind some good stuff.

If, on the other hand, you go south, you'll have to contend with Skeletons, plus Zombies and Skeleton Lords. Follow the path as it turns north to find a dead Warrior. Collect his possessions and cross the drawbridge to the north to enter the Fortress courtyard.

Pick up more Warrior escorts around the fountain and refresh yourself at the Well of Restoration.

Search the entire floor for food and other Warriors. Zombies and Skeletons have found



Fig. 14-9. Make more friends and find the Well.



Fig. 14-11. The dungeon "zoo."

their way into some parts of the Fortress. There's a staircase leading down in the north-east corner of the floor.

Take the staircase down to the dungeon. March east and north. A storeroom leads off the northeast corner; find a pair of Flimsy Leather Boots of Haste.

Along the north passage, creatures are imprisoned in the cages. You can release them (with a switch) and they'll attack the Zombies in the hall. They'll attack you as well, though.

Continue counterclockwise around the dungeon, through the torture chamber, and back up stairs to the main floor.

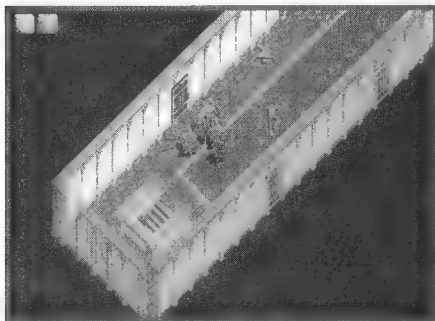


Fig. 14-10. This staircase leads down to the dungeon.

Take your crew east and south to a staircase leading up to the east.

The second floor has several rooms, some of them locked.

You can avoid all locked doors entirely by using the secret passage outside the rooms (south and east).

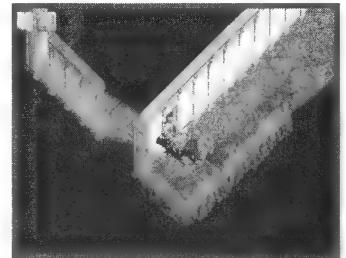


Fig. 14-12. In most rooms, look for the odd wall section for hidden entrances to the secret rooms.

To find the secret passage, enter any room on the south wall and look for unusual wall sections—they have a horizontal wood beam across the top. Approach the wall and it rises to admit you to the secret passage. To enter other rooms, activate the same kind of wall panels from the outside.





Inspect all the rooms on the floor for gold, keys (that you won't need if you're using the secret passage), and other stuff.

In the secret passage, on the east leg, look for a stash of items: red potions and Silver Round Shield of Cure Wounds and the Wasp's Bane.

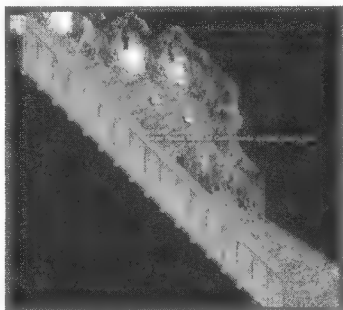


Fig. 14-13. *This stash is hidden along the secret passage's eastern leg.*

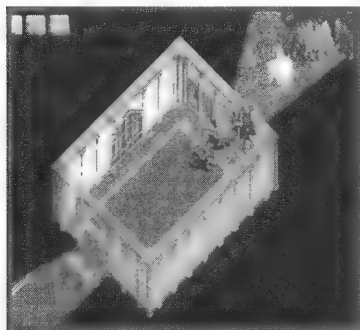


Fig. 14-14. *Enter the hall via the hidden door in this alcove on the secret passage's east leg.*

South of the stash, enter the first alcove on the west and go through the hidden wall to a hallway. Pass through one door and north through double doors

flanked with shields. Continue north through a long room decorated with large Wolf statues.

In the throne room, talk to Horrendous. Soon Hecubah brazenly enters, challenges the Warrior chief, and makes short work of

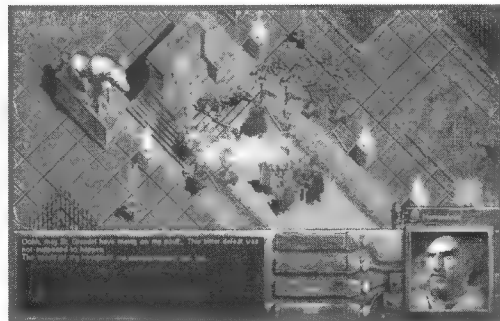


Fig. 14-15. *Horrendous is no match for Hecubah.*

him and his elite guard of Fire Knights. Hecubah's Necromancer steals the Halberd of Horrendous and exits to the north.

Gather up and don the fallen Warriors' armor before marching your party north to pummel a large group of Skeletons, Skeleton Lords, and Zombies. Walk carefully into the north passage until you see holes in the floor. The entire floor from here to the west will break away if trod upon. Coax your party into the hole ahead of you and then drop down yourself.

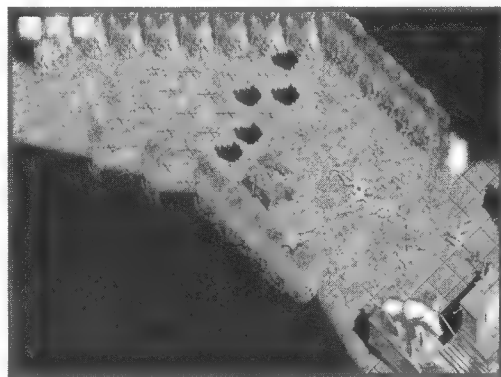
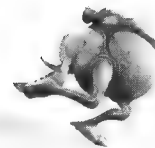


Fig. 14-16. *The floor to the northwest is severely unstable.*





SECRET AREA

After you've sent all your escorts down the hole (they will foil your plans for this Secret Area if you let them hang around), save and look down the path to the west. Use your Tread Lightly skill to traverse the breakaway floor. An alcove to the north holds a red potion, gold, and a Grand Gold Chain Tunic of the Dragon's Hide and Anti-Zap. Drop through the floor when you're done.

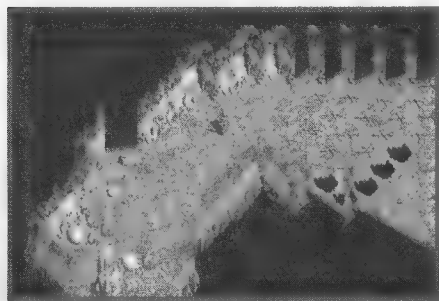


Fig. 14-17. *Tread Lightly to get to this secret.*

As you drop to the basement below, the Necromancer builds a magical wall to block your following him. Go north. Rooms to the west contain food for you or your escorts.

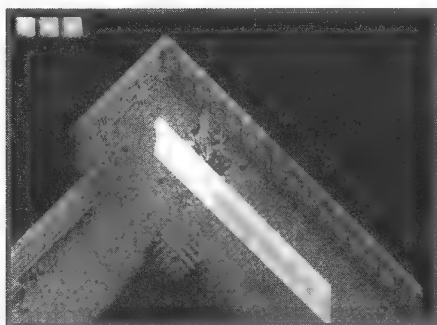


Fig. 14-18. *Thankfully, the magic wall does not extend all the way.*

Fight Skeleton Lords (your escorts may have already pounded them) to get to the top of the wall, where a gap allows you around to the east.



TIP

YOU MAY ALSO BEAT ON THE MAGIC WALL TO CUT A HOLE, BUT IT WILL WEAR ON YOUR WEAPON.

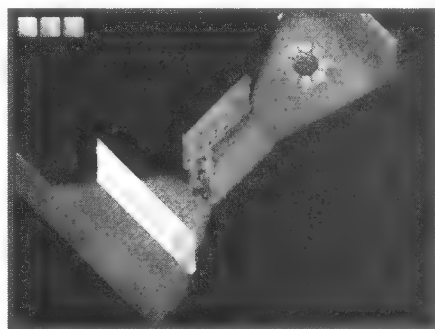


Fig. 14-19. *You'll need to follow the Necromancer into the sewer.*

Once around the wall, lead your band south, then east and down an elevator to a lower sewer tunnel.





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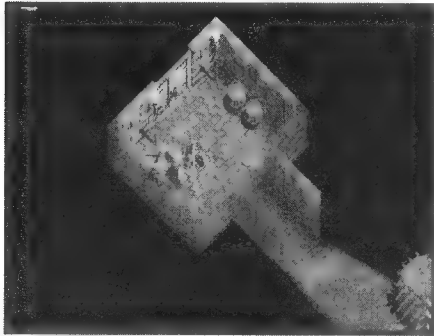


Fig. 14-20. *The key you need is in the chest next to you.*

Splash down the tunnel to the east and go north at the spike blocks. Turn north to a small room. The door is locked, but the Silver Key is in a nearby barrel. Enter the room to the north.

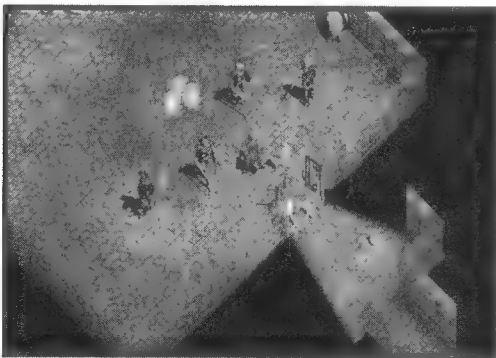
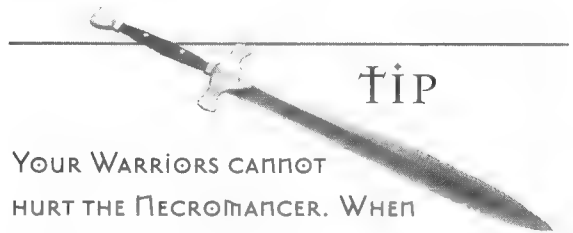


Fig. 14-21. *While the Skeleton Lords fight your band of heroes, go after the Necromancer yourself.*

Hecubah has left behind a cadre of Skeleton Lords and her Necromancer (who is

holding the pilfered Halberd). Let your party battle the Skeleton Lords while you focus on the Necromancer.



TIP

YOUR WARRIORS CANNOT HURT THE NECROMANCER. WHEN THE SKELETON LORDS ARE GONE, YOUR PALS WILL FOCUS ON THE SPELL CASTER, MAKING IT DIFFICULT FOR YOU TO GET TO HIM. IT MIGHT BE PRUDENT TO LET THE NECROMANCER KILL YOUR ALLIES AND THEN POUNCE ON HIM.

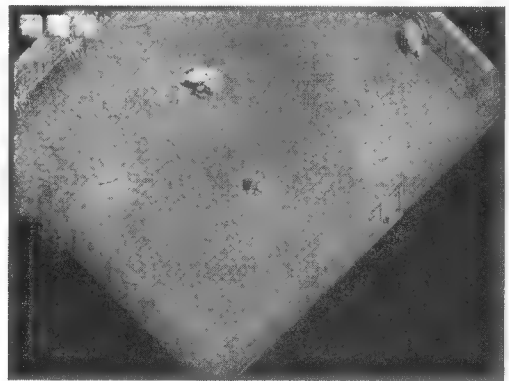


Fig. 14-22. *The Necromancer is tough unless you disable his magic with a mighty War Cry.*

The Necromancer casts Fireballs, Confuse, Missiles of Magic, Slow, and Invisibility. Nullify all this by War Crying frequently and following with close-range Berserker Charge. Helpful supplies can be found in the cave to the west. When the Necromancer perishes, your mission is complete.



CHAPTER 15

EPISODE 7: THE HEART OF NOX

INTRODUCTION

MAIN QUEST

- ♣ Raid the Wizard's Tower to recover the Heart of Nox.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Mechanical Flyer
- ♣ Scorpion
- ♣ Wizards (Exp: 60,000-110,000, HP: 50-250)

QUEST AND CONTINUATION ITEMS

- | | |
|----------------|--------------------|
| ♣ Gold Key | ♣ Silver Key |
| ♣ Ruby Key | ♣ The Heart of Nox |
| ♣ Sapphire Key | |

SECRET AREAS

- ♣ 3

SHOPS

- | | |
|-------------------|-----------------|
| ♣ Griffon's Nest | ♣ Bright Blades |
| ♣ Mlurgh's Tavern | ♣ Phim's |
| ♣ Wizard's Keep | ♣ Loproc |
| ♣ Kincaid's Armor | |



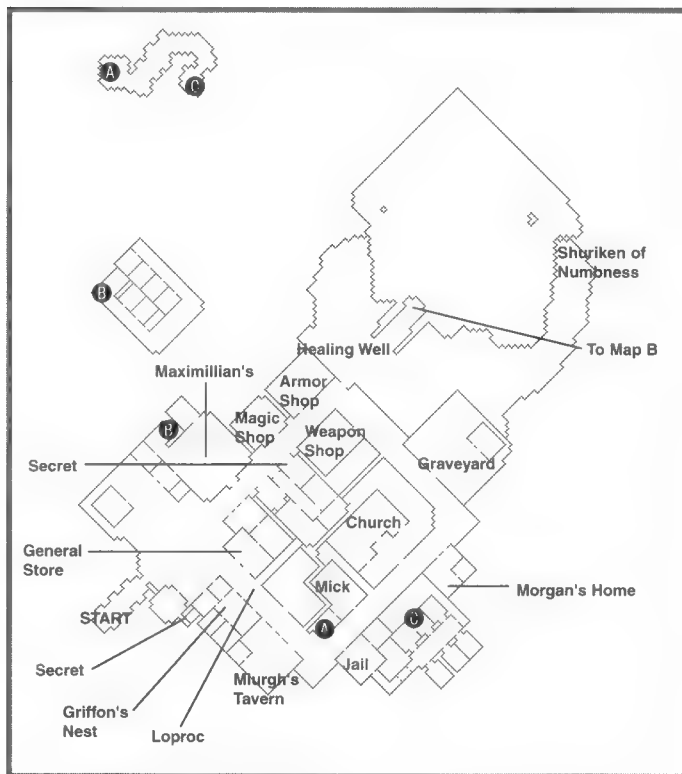


Fig. 15-1. Map A.

sorry, soggy rummy is nothing if not relentless—he'll follow you, shouting insults the whole way unless . . . hmmm.

You have several options regarding Daniel:

1. You can attack him. If you do this, he'll immediately run and get the Warden, who will try to arrest you.
2. You can ignore him. If you do this, he will follow you until you lose him. Eventually, even if you try to keep him nearby, you *will* lose him. When you're separated, Daniel runs to the Warden and claims you struck him. Again, you'll be subject to arrest.
3. You can kill him. If you manage to corner the souse, you can take his life. There are, however, serious consequences for this: everyone in town will attack you on sight (including the very strong Warden) and none of the merchants (except Loproc) will sell to you.

WALKTHROUGH

A Warrior must be cautious in the Wizard town of Galava; you are not exactly welcome here. Leave the Airship Captain and slip inside the town gate to the north.

You instantly feel unwelcome when Daniel, the town drunk, foolishly berates you upon arrival. The

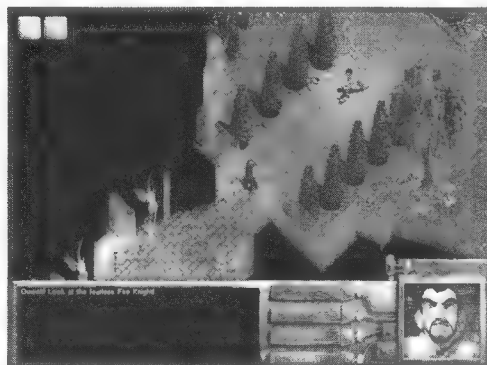
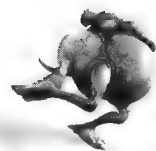


Fig. 15-2. Are you going to take this abuse? I didn't think so.



Since it's all the same between the first two choices, go ahead and give the annoying drunkard a good welt. Eventually, the Warden comes to arrest you. Again, you have choices:

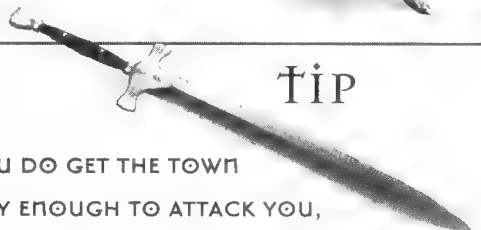
1. You can go quietly to the jail and find a way to break out.
2. You can resist arrest. In this case, the Warden and Daniel attack you. It is possible to kill the Warden secretly if you do it in one of the town's alleys and no one witnesses it. If, however, you kill Daniel, everyone will know it and will turn against you.



TIP

If you kill any townspeople in the open, others will attack you and all merchants except Loproc will refuse to sell to you (but will still buy from you). You can, however, avoid this fate and take a life (if you are compelled by circumstance) if you lead the victim into an alley in the center of the town and kill him when no one is looking.

Note again that killing Daniel, even in private, brings the town's wrath down upon you. Not that I'm condoning it, but a townsman named Jumper and the Warden have some pretty good belongings. See you in the alley.



TIP

If you do get the town angry enough to attack you, you can always run into the church for sanctuary—the townspeople and the Warden can't follow you inside. The priest here is very protective of his sanctuary so, for fun, Harpoon a townsman, drag him into the church, and attack him immediately. The priest will go ballistic and attack the townsman. Bonus points if you can get all three of you running around the altar.

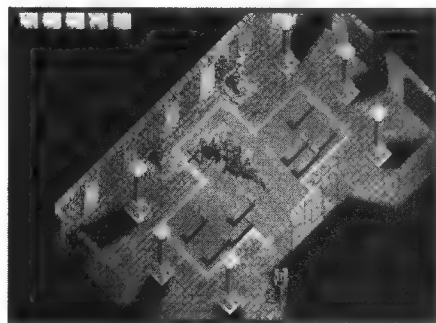
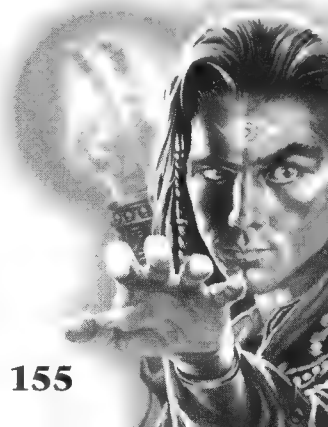


Fig. 15-3. That is one torqued priest.

As soon as Daniel attaches himself to you, give him one good slash (or, if you must be noble, hit him bare-handed). Almost immediately, the Warden



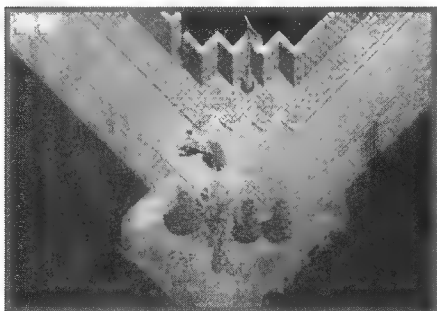


Fig. 15-4. *After a while it'll be real satisfying to punch Daniel.*

comes to arrest you. Do as he says and you'll be transported to the Jail.

Talk to the guy in the next cell, a thief named Morgan Lightfingers, who'll tell you that there's a way out of the Jail. Move your cot to expose a hole in the floor.

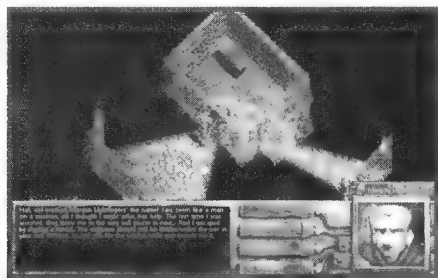


Fig. 15-5. *Morgan knows a way out.*



Fall down the hole and follow the cave to an elevator guarded by a pair of Scorpions.

Ride the elevator up to Morgan's hideout and speak to his assistant, Mick. Mick offers you an enchanted shield if you free Morgan. Agree to his

proposal and return to the Jail.

The key is in a chest in the main room. Don't, however, go in the room to the east; if the Warden sees you free, he'll attack. Enter the south door and release Morgan. Follow him through a secret passage to his home. There, he gives you a bag of gold and a key to the Tower of Illusion. Mick gives you the Silver Round Shield of the Dragon's Claw as he promised. Search the house and return to the street.

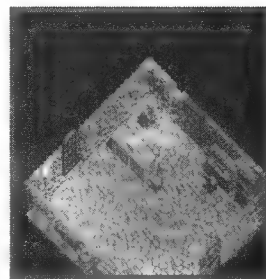
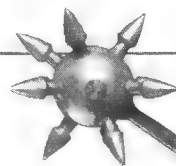


Fig. 15-6. *You'll need the key in this chest to spring Morgan.*



NOTE

BECAUSE OF YOUR ATTACK ON DANIEL, YOU'RE STOCK IN GALAVA IS PRETTY LOW. IN FACT, NONE OF THE TOWNSPEOPLE (EXCEPT THE MERCHANTS) WILL SPEAK TO YOU. THEREFORE, THE USUAL TALK ICON THAT APPEARS WHEN YOU POINT AT THEM IS NOW A RED CIRCLE, INDICATING AN ENEMY. THEY ARE, HOWEVER, PASSIVE ENEMIES, ONLY RETALIATING IF ATTACKED (UNLESS YOU COMMIT MURDER IN THE STREETS OR KILL DANIEL). KEEP THIS IN MIND IF YOU WANT TO GET OUT OF TOWN WITHOUT A BRAWL. IF YOU POINT AT ONE OF THESE PEOPLE AND PRESS THE ACTION KEY, IT WILL START NOT A CONVERSATION, BUT A FIGHT.



Explore the town, rummaging through all the houses and shops before heading on your suicide mission into the Wizards' Tower of Illusion. Go shopping at all the merchants, especially the omnipresent Loproc. You might want to consider his Mighty Bronze Great Sword of the Spider and Embers.

SECRET AREA

Facing Loproc, turn to the west and enter the Griffon's Nest. Enter the left-hand door on the north wall and turn to the west toward the wall. It opens into small room; approach the west wall and it too opens. Stroll north for a pile of Shuriken.

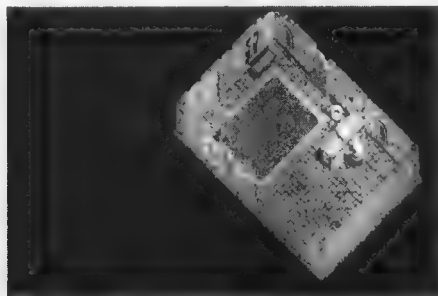


Fig. 15-7. *The path to a secret.*

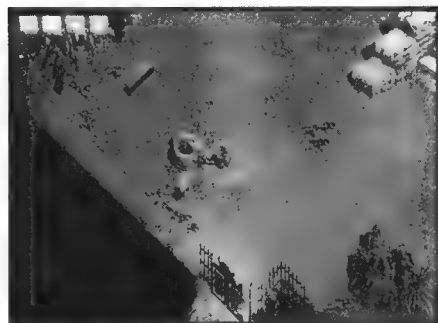


Fig. 15-8. *The gates to the Tower.*

When you've done all your business, go to the northeast corner of the town, drink from the Well of Restoration if you need it, and pass through the gate (thanks to the key you won from Morgan).

SECRET AREA

From the fountain near the town's northwestern gate, walk east (toward the eastern gate to the Tower). About halfway down the block, you spy a locked iron gate to the south. Look into the iron gate as a man paces back and forth behind it. Harpoon him to bring him to you and open the door. He's a forgiving sort, so he won't hold it against you unless you attack him again.

Explore the house. Go down the hall to the south and through the south door to a room full of crates and barrels. In this treasure trove, you'll nab Shuriken of Flame, Shuriken, a big bag of gold, Shuriken of Zap, and a Mighty Bronze Plate Helm of the Dragon's Claw and Anti-Spark.



Fig. 15-9. *Get over here! Harpoon the resident to charm your way inside.*





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TIP

IF YOUR INVENTORY IN THE TOWER OF ILLUSIONS GETS TOO FULL, YOU CAN ALWAYS LEAVE, SELL YOUR FINDINGS IN TOWN, AND HIKE BACK TO WHERE YOU LEFT OFF IN THE TOWER OF ILLUSION.



Fig. 15-10. Go 'round the back for some weaponry.

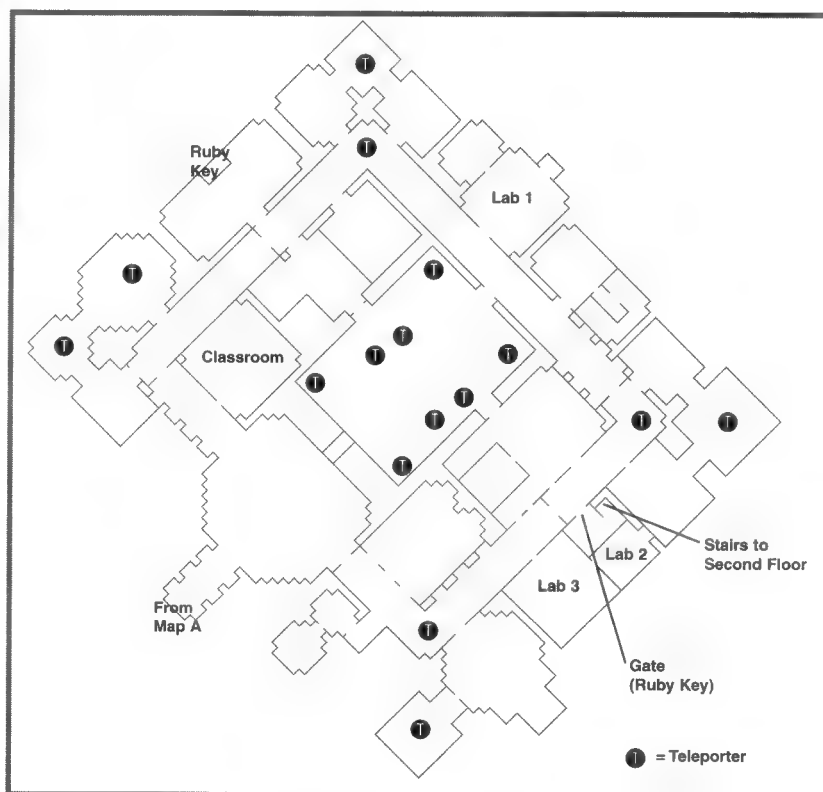
Approach the Tower of Illusion, but before you enter, follow the Tower wall around to the south and east to locate Shuriken of Numbness. Go

back to the main stairs and enter the Tower.



In the Wizard's headquarters, the hostility toward Warriors is not just open, it's explosive. You are going to have to fight your way to the sixth floor and the Heart of Nox. Beware of Wizard traps, translucent items on the ground that release a chain of three spells when tripped. You can walk over traps without activating them by using your Tread Lightly skill.

When you enter, move east towards the receptionist who, of course, attacks you.



*Fig. 15-11. Map B.
The Tower of Illusion—First Floor*

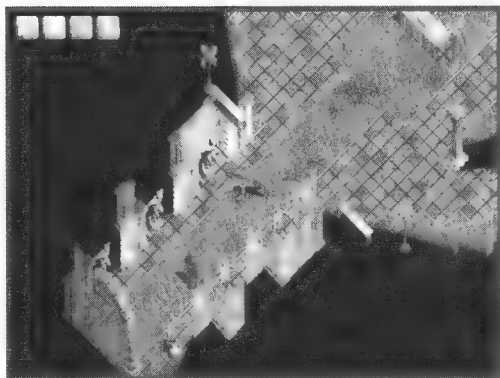


Fig. 15-12. Welcome to the Tower, would you like fries with your painful death?

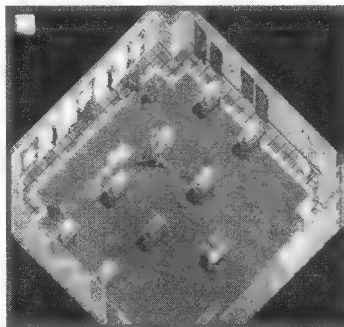
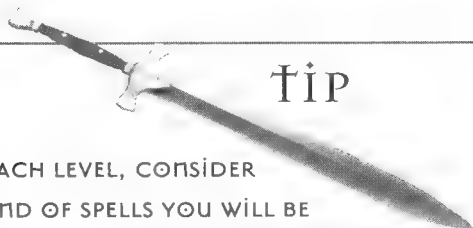


Fig. 15-13. Class dismissed!



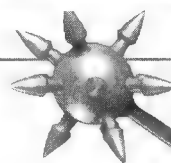
TIP

FOR EACH LEVEL, CONSIDER THE KIND OF SPELLS YOU WILL BE SEEING AND USE ARMOR APPROPRIATE TO THEM. FOR EXAMPLE, IN THE PRESENCE OF SEVERAL WIZARDS WITH FIREBALL, WEAR ANY FIRE PROTECTION ARMOR YOU HAVE.

The Wizards on the first floor come in three flavors:

1. Several have 50 Health and cast Missiles of Magic.
2. Three have 50 Health and cast Missiles along with Fumble.
3. Two have 70 Health and cast Fireball and Invisibility.

Go north from the receptionist's desk. Enter the first door on the east to interrupt a class in session; the teacher and his students attack. Go back to the hall and jump (or Tread Lightly) over the trap and through the door to the north.



NOTE

THE TELEPORTER SYSTEM ON THIS LEVEL IS NOT CRUCIAL TO YOUR MISSION; IT'S JUST A SERIES OF SHORTCUTS.



Fig. 15-14. You'll want the Ruby Key behind the gate.

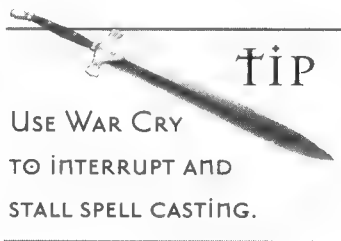
Tiptoe down the hall to the east, avoiding traps. Halfway down the hall, go east through the double doors and burst into the room to the north. Fend off the





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two Wizards who use Fireball and Invisibility, pilage the room, and reach through the fence to get the Ruby Key.



TIP

USE WAR CRY
TO INTERRUPT AND
STALL SPELL CASTING.

Return to the hall and continue, bearing south as you turn the corner. The second door to the east leads to Lab 1. Behind the gate on

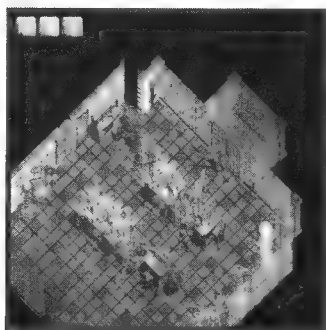


Fig. 15-15. *This lab contains valuables.*

the east wall, pinch a Sturdy Plate Helm of the Dragon's Claw (it'll help against Fireballs). The door on the north wall conceals a storage area with a Mighty Cloak of Healing. Return to the hall.

The next door to the east leads to a fight with three Mechanical Flyers. Defeat the first wave, then enter the room to the south to down four more and their Wizard master.

There's a lot of gold for your trouble. Go back to the hall.

Turn the corner to the west and go inside the first door to the south. Walk to the bookcase to the west and it will open onto

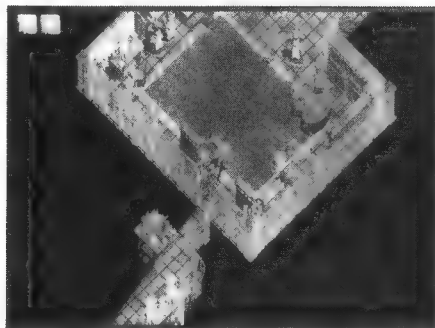


Fig. 15-16. *The secret bookcase slides aside.*

Lab 2. Pass through it to the larger Lab 3 to find a Sturdy Silver Battle Axe of the Tick.

Exit Lab 3 and turn east to walk through double doors. Enter the first door to the south to find the staircase up to level 2. The signs at each staircase give a hint of what's to come.

Ascend the stairs.

On the second floor, you'll battle these Wizard types:

1. Many have 50 Health and cast Missiles of Magic and Fumble.
2. Several more have 70 Health and cast Fireball and Invisibility.
3. Two have 50 Health and cast Energy Bolt.

Jump over the trap to pass through the gate to the north. Turn east to begin exploring this part of the floor.

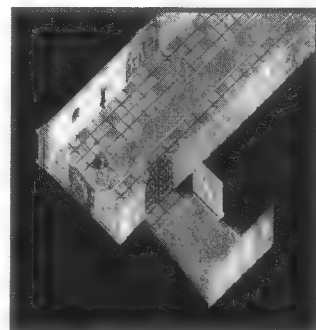


Fig. 15-17. *Next level, more wizards. Great.*



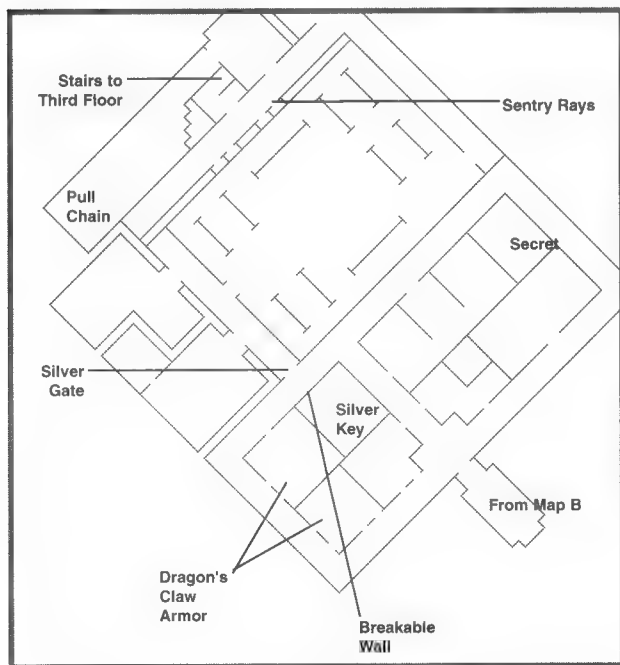


Fig. 15-18. Map C.
The Tower of Illusion—Second Floor

SECRET AREA

After entering the hall from the staircase, go east and enter the double doors (second to the north). Approach the north wall of the room to reveal a hidden door with gold, food, and a Mighty Leather Tunic.

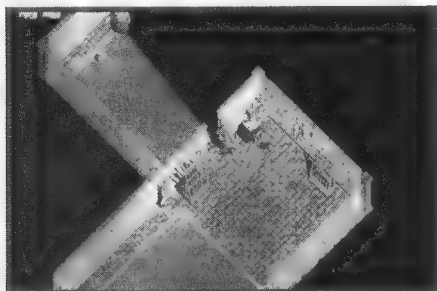


Fig. 15-19. The wall looks solid but it's not.

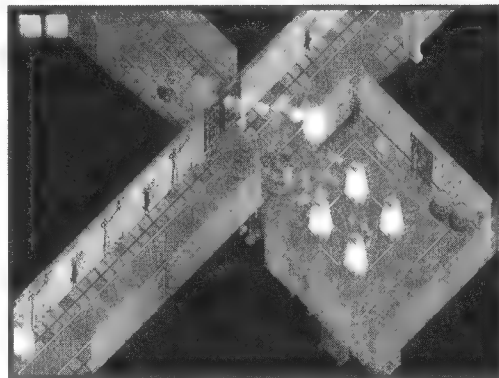


Fig. 15-20. War Cry before attacking.

Turn the corner to go north and again to go west. Be wary of an iron gate on the north wall; it's locked with a Silver Key and is guarded from the other side by a Wizard with Fireball. War Cry and immediately fire Shuriken to disable this sentry.

Continue west and turn the corner south. Both rooms off this hall have excellent fire protection armor (Sturdy Iron Breastplate of Dragon's Claw and Sturdy Cloak of the Dragon's Claw). Return to the Silver Key gate.

Immediately south of the gate, break open the wall to reveal the Silver Key amidst four Mana obelisks. A chest houses Shuriken of Stunning. Go north through the Silver Key gate.

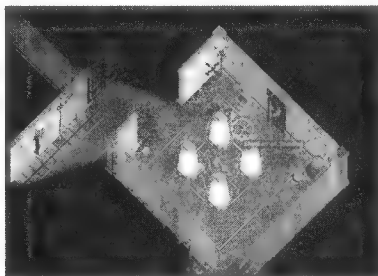
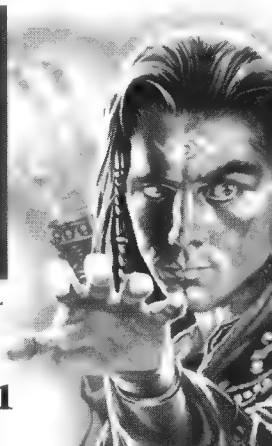


Fig. 15-21. You'll need the Silver Key to open the gate nearby.





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Explore the rooms to the west (Mighty Leather Boots of Running) and finally enter the door to the east. The library is full of Wizards, but you can find some Shuriken of Flame. Exit the library via the east door.

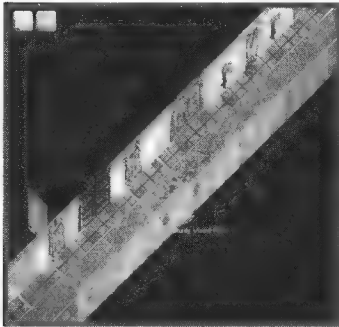


Fig. 15-22.
Don't walk into the Sentry Rays. Instead, find a way to shut them off.

Turn north up the hall and round the corner to the west. The corridor is rendered impassable by a series of Sentry Rays.



TIP

OBTAIN SOME
SHOCK PROTECTION
ARMOR BEFORE PROCEEDING.



Enter the second door to the north. Go south through the double doors to the gear room, War Cry and Charge the Energy Bolt Wizard, and pull the chain to disable the Sentry Rays.

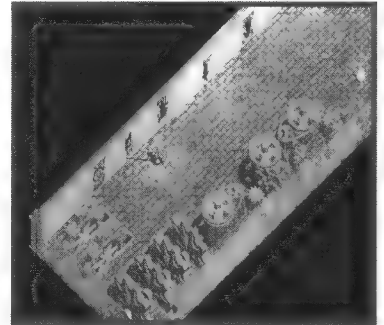


Fig. 15-23. *Only one man to beat.*

Return to the hall and sprint west to the first door and ascend the stairs up to the third floor. Keep that shock protection armor on.

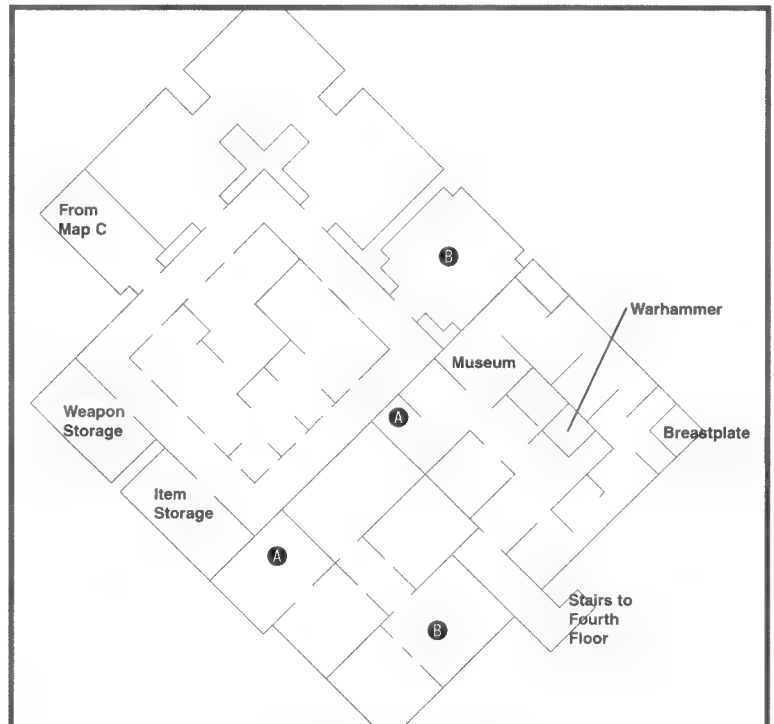
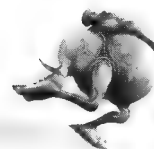


Fig. 15-24. Map D.
The Tower of Illusion—Third Floor



Most Wizards on the third floor have Invisibility and the following attributes:

1. Most have 50 HP and cast Energy Bolt, Blink, and Force Field.
2. Several have 70 HP and cast Fireball.
3. Several others have 50 HP and cast Magic Missiles.



TIP

KEEP EYE OF THE
WOLF ON AT ALL TIMES
TO SEE INVISIBLE WIZARDS.

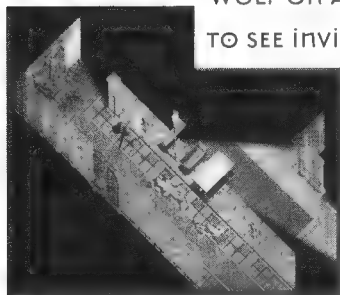


Fig. 15-25. *These storerooms are useless to Wizards but jackpot to you.*

Exit through gates to the south and go west down the hall. After turning south, the two rooms to the west are, respectively, weapon and armor stashes.



TIP

DON'T FORGET TO
EXPLORE THE NON-ESSENTIAL
ROOMS ON THIS FLOOR. THERE'S A PAIR OF
MIGHTY LEATHER BOOTS OF THE DRAGON'S
CLAW WAITING.

Turn the corner to the east and, immediately after turning north, go into the first door to the east. Step onto the teleporter to be transported to a room near the southwestern corner of the floor.

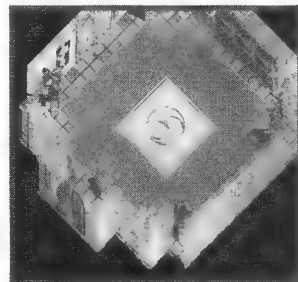


Fig. 15-26. *Teleporter, take me away.*

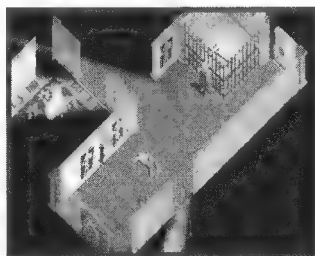


Fig. 15-27. *Browse around the museum.*

Trek north and take the first turn west. Next, go through the door to the north and step on the teleporter to the museum. Make sure your War Cry is fully charged.

Moving clockwise, search the museum for potions, Sturdy Silver Breastplate of Anti-Zap, and a Flimsy Iron War Hammer.

Exit the museum in the southwest corner and turn south to find the stairs up to the fourth floor.

On the fourth floor, the Wizards have the following attributes:

1. Most have 60 Health, are equipped with a Fireball Staff, and cast Blink.
2. Some have 50 Health and cast Missiles of Magic.



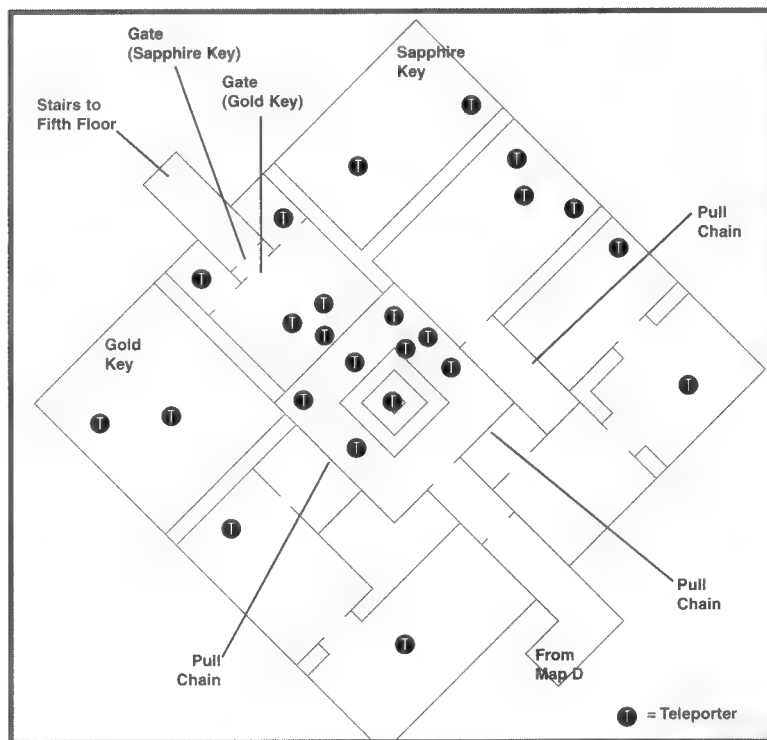
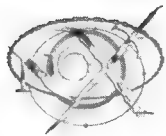


Fig. 15-28. Map E.
The Tower of Illusion—Fourth Floor

3. Some have 70 Health and cast Fireball and Invisibility.
4. Some have 50 Health and cast Energy Bolt, Force Field, and Blink.

Go north from the stairs, passing through an iron gate and a double door. Immediately War Cry when you enter a room filled with Wizards and teleporters. Three fences surround a central teleporter.



Fig. 15-29. You need to get to the teleporter in the center.

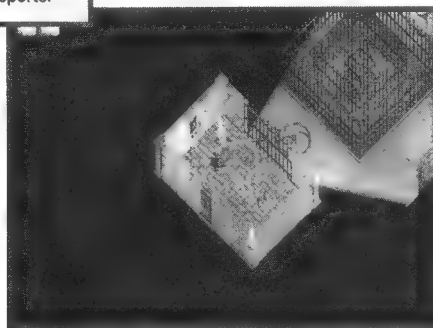
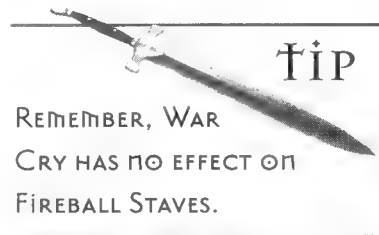


Fig. 15-30. Pull this chain for the first gate.

Step on the western teleporter and move west through the door to the north. Douse the pair of Fireball Staff Wizards and go east to pull a chain (which opens the first fence around the central teleporter). Go west and step on the teleporter to return to the center.



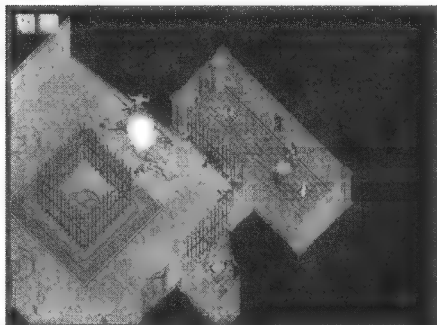


Fig. 15-31. Fence number two goes down when you tug on this one.

Step on the northern teleporter and make a beeline to the hall to the south. Pull the chain (opens the second fence around the central teleporter) and go to either teleporter in the previous room to return to the center.

Step on the eastern teleporter to travel to the southeast corner. Fight your way west and north to another pull chain (opens the last fence) and hop onto the teleporter in the previous room to return to the center.

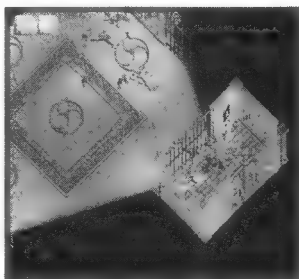


Fig. 15-32. The final teleporter to the final switch.

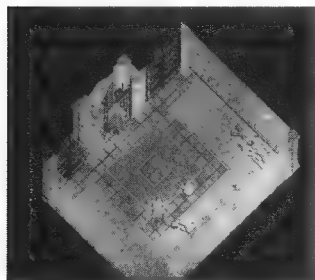


Fig. 15-33. Looks like you need to go Key hunting.

Walk onto the central teleporter to travel north. North of you, the stairway is blocked by two gates (requiring a Gold Key and a

Sapphire Key). There are teleporters on either side.

Go first into the west teleporter where a chest houses a Gold Key. Step on the teleporter to return.

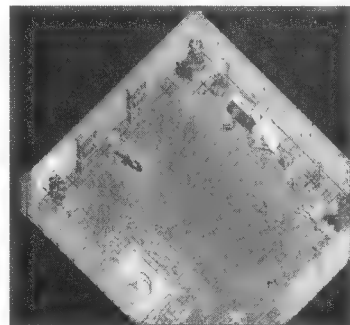


Fig. 15-34. The Gold Key.

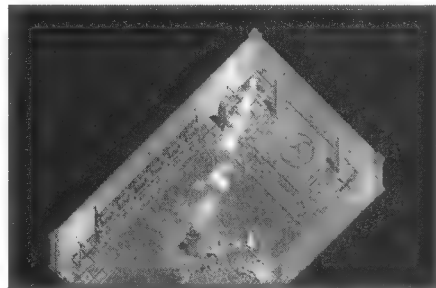


Fig. 15-35. The Sapphire Key.

Next, take the east teleporter where two Fireball Staff Wizards put up a furious fight. Their chest sports a Sapphire Key. Step on the teleporter to return.

Go through both gates and up the stairs to the fifth floor.

On this floor, all of the spell variations you have so far encountered will be represented. Keep your Eye of the Wolf on, War Cry constantly, and protect yourself from both fire and shock as best you can.



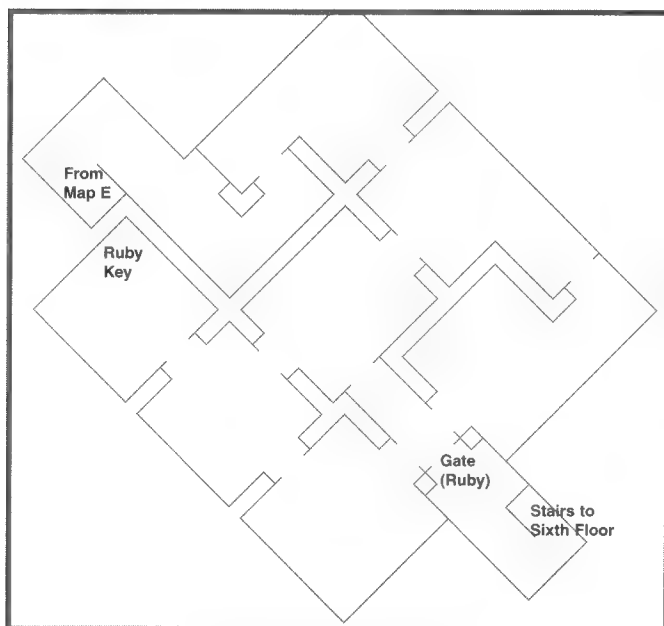


Fig. 15-36. Map F.
The Tower of Illusion—Fifth Floor

From the stairs, go south to find Wizards and Mechanical Flyers everywhere. Follow the room east and north to a room with Shuriken of Zap.

Go south and exit that room through the south exit. Turn west and exit to the west into a crowded hallway.



TIP

YOU MIGHT WANT TO ARM THE HALBERD OF HORRENDOUS AS YOUR SECONDARY WEAPON; THOUGH IT INFLECTS ONLY 5% THE DAMAGE OF A GREAT SWORD, IT HAS SEVERAL ADVANTAGES: IT'S INDESTRUCTIBLE, IT CAN BE USED TO BLOCK, AND IT CAN'T BE FUMBLER. IF YOUR CHOSEN WEAPON IS RIPPED FROM YOUR HANDS, SWITCH TO THIS UNTIL YOU CAN RECOVER YOUR PREFERRED WEAPON RATHER THAN TRYING IMMEDIATELY TO RECLAIM IT.

The iron gates here are sealed with a Ruby Key—come back here when you get it. Go directly through the door to the west and turn north to pass through two more doorways.

The chest here has a Ruby Key. Take it and go back to the ruby gate. Pass through the gate and go upstairs to the sixth and final floor.

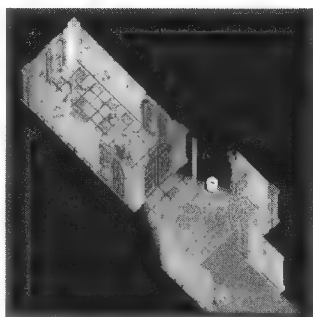


Fig. 15-37. You'll need to hunt the floor to access these stairs.

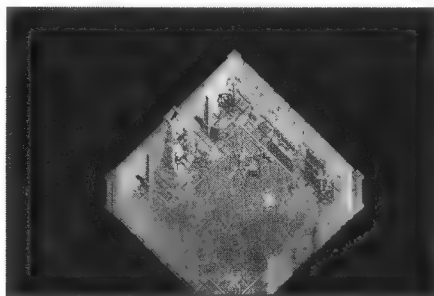


Fig. 15-38. Now you can go back to those stairs . . . if you dare.

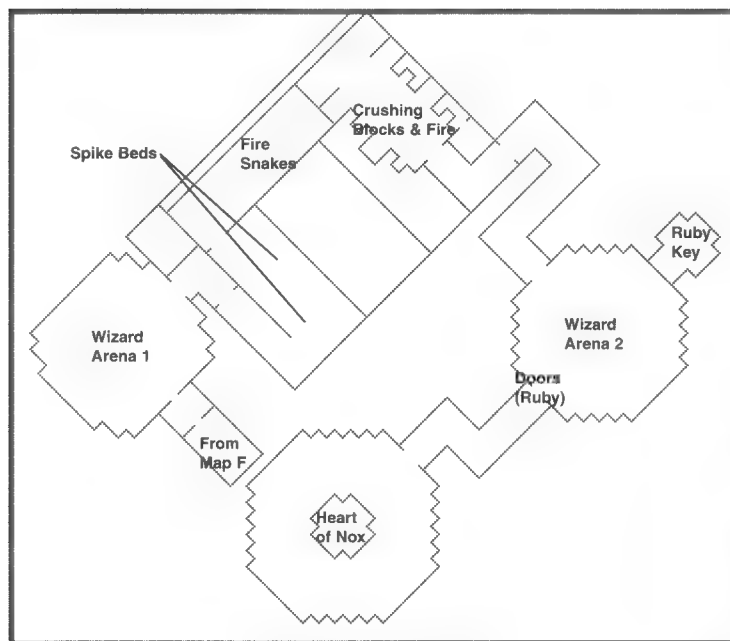


Fig. 15-39. Map G.
The Tower of Illusion—Sixth Floor

Take a deep breath and dramatically kick open the doors to the north. The doors lock behind you as you tussle with two master Wizards: each has 200 HP, one casts Lightning, Slow, and Invisibility, and the other

Fireball, Invisibility, and Fumble. Defeating them is no different from vanquishing the others, but it takes a lot longer.

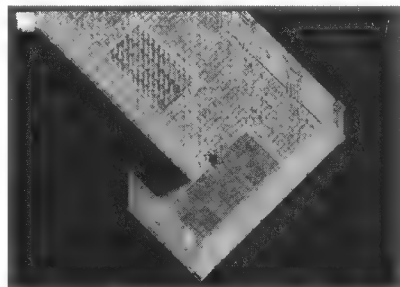


Fig. 15-41. Wait for the other spikes to descend...

Leave via the east door and step onto the gray floor. When spikes descend on the other section of gray floor, jump to it. Jump to the northern door.

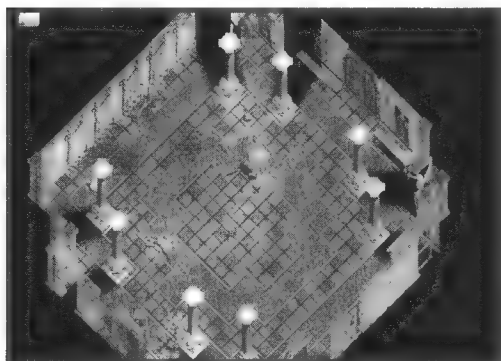


Fig. 15-40. The top floor is home to the most powerful Wizards. Unfortunately, these guys are the runners-up.

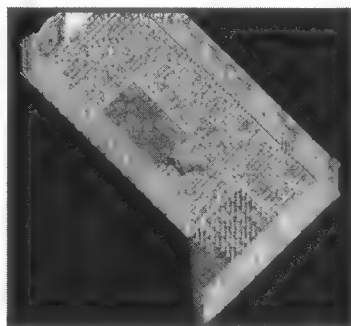


Fig. 15-42. ... and jump!





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Scurry east down a hall with "fire snakes." Avoid them and grab the Shuriken as you leave through a hidden door in the eastern wall.

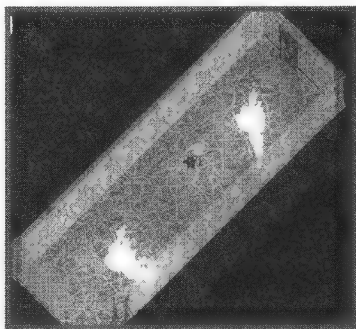


Fig. 15-43. *The fire snake traps aren't poisonous, but they are deadly.*

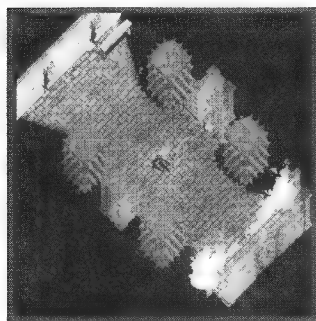


Fig. 15-44. *It's all in the timing.*

The hallway to the south is protected by a series of converging spike blocks and with a band of fire in the middle of the room. Time the first two blocks, jump over the fire, and leave via the south door.

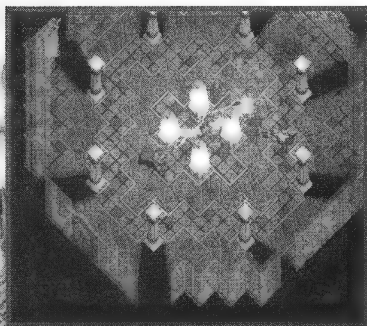


Fig. 15-45. *Now, these guys are the masters!*



TIP

IF YOU'RE FEELING STUDLY, YOU CAN TRY TO TIME A BERSERKER CHARGE STRAIGHT THROUGH THIS HALL. IT'S VERY DIFFICULT AND EARNS YOU ONLY STYLE POINTS.

Follow the hall until it ends at double doors to the south. As you enter this second master Wizard arena, the doors seal behind you. Your foes this time are two Wizards with 250 HP each, one casting Lightning, Invisibility, and Fumble, and the other with Fireball, Invisibility, and Slow.

After the fight, go east through a hidden wall to snag a Ruby Key and, from a crate, a Mighty Silver Plate Helmet of Anti-Zap and a Silver Kite Shield. With the key, you can walk through the double doors leading out to the west.

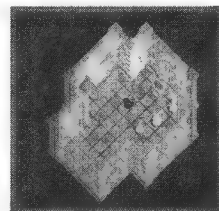


Fig. 15-46. *The wall to the north is actually the door you seek.*

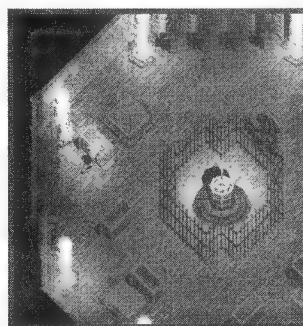


Fig. 15-47. *Push the crates onto the plates to claim the Heart of Nox.*

Navigate the final hall to a set of double doors. Push boxes onto three pressure plates to lower the fence and expose the Heart of Nox. Touch the pedestal to claim the coveted item.



CHAPTER 16

EPISODE 8: THE WEIRDLING BEAST

INTRODUCTION

MAIN QUESTS

- ♣ Obtain passage to the Temple of Ix from Aldwyn the Conjuror.
- ♣ Retrieve the Weirdling Beast from the Temple of Ix.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|----------------|---------------------|
| ♣ Bat | ♣ Mimic |
| ♣ Beholder | ♣ Polyp |
| ♣ Bomber | ♣ Scorpion |
| ♣ Cave Spider | ♣ Small Cave Spider |
| ♣ Grizzly Bear | ♣ Stone Golem |
| ♣ Imp | ♣ White Wolf |

QUEST AND CONTINUATION ITEMS

- | | |
|--------------|-------------------|
| ♣ Gold Key | ♣ Weirdling Beast |
| ♣ Silver Key | |

SECRET AREAS

- ♣ 7

SHOPS

- | | |
|-----------------|--------------|
| ♣ Belfor's Shop | ♣ Magic Shop |
| ♣ Barkeeper | |



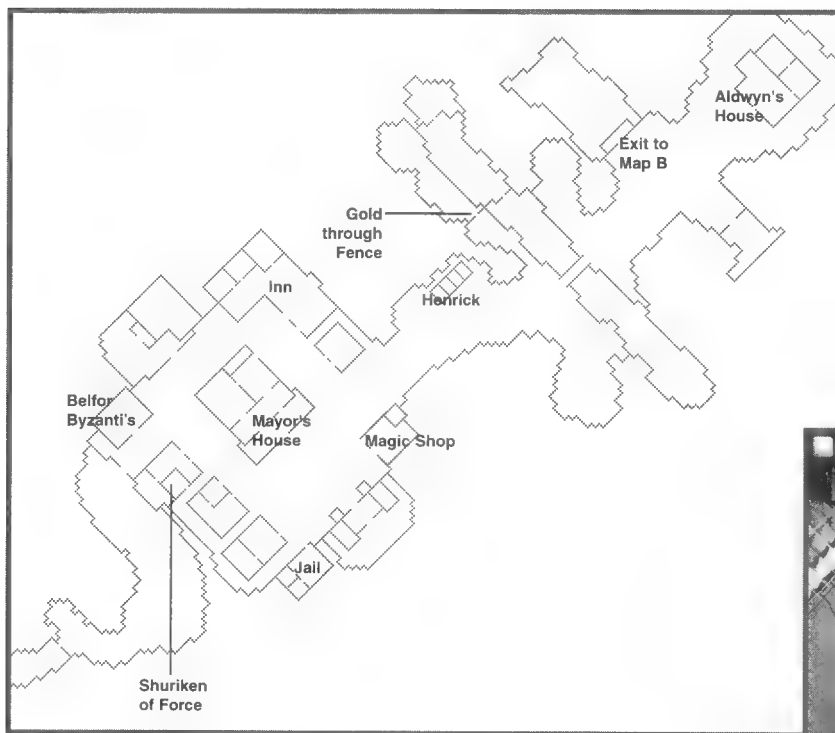


Fig. 16-1. Map A.

shopping. You know where everything is.

In the first house to the south, go to the back room for a Shuriken of Force. Search the other houses on this block for gold and supplies.

At the Tavern, the Barkeep has a Mighty Iron War Hammer of

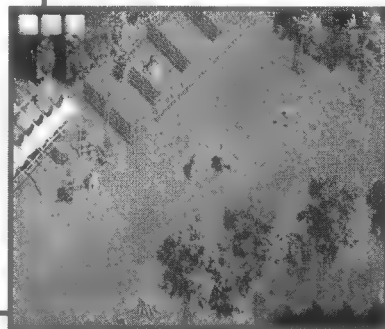


Fig. 16-3. Got Wolves? Buy as many as you can afford for your trip to the Temple.

WALKTHROUGH

The Airship Captain counsels you to visit Aldwyn. March east into Ix's western gate.

Explore the town
and go

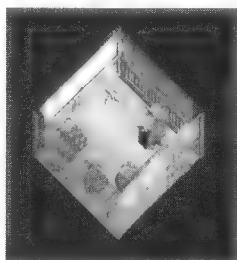


Fig. 16-2. Look around back for some precious Shuriken.

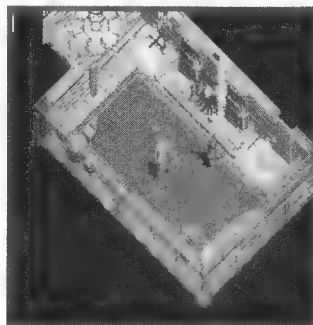


Fig. 16-4. Aldwyn's home.

Numbness for sale. The Magic Shop has a White Wolf and Grizzly Bear Beast Scrolls. Buy the Scrolls if you don't already have them.

Leave town to the east. Keep Henrick the Conjurer (and Wolf dealer) in mind if you want some Wolves after you meet with Aldwyn.





Proceed east from the bridge to Aldwyn's house, past three Mana obelisks, and speak to the Conjurer. He gives you a key to open the Temple of Ix. Check out his house for supplies.

Leave Aldwyn's home to the west and go north at the Mana obelisks to reach the gate to the Temple of Ix. It opens if you have the key.

Hike north through the Temple gates. The path is patrolled by a White Wolf and terminates at the opening to a cavern.

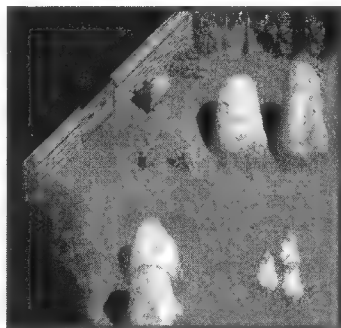


Fig. 16-5. The Gate to the Temple of Ix.

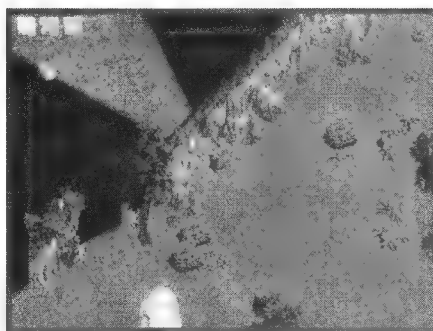


Fig. 16-7. This cavern leads to the main Temple entrance.

Follow the cavern north. A Grizzly wanders out of its den from the southeast. Enter the den to fight a second Grizzly. Sturdy Armored Boots and steaks are your reward.

As the cavern turns east, raid a Grizzly den to the north for more Meat. Follow the cavern east and exit through the doorway.

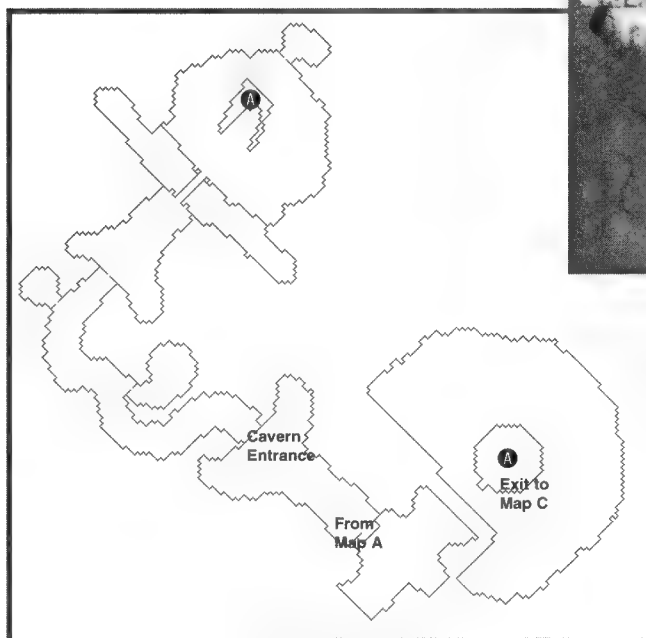


Fig. 16-6. Map B.



Fig. 16-8. The Temple gate.

Fight several White Wolves and behold the entrance to the Temple of Ix.

East and uphill from the Temple door is a Wolf den with several White Wolves and some gold.





Fig. 16-9. Go down the stairs to find the Weirlding.

rolling or destroy it with your staff. If it rolls far enough, you see pits in the floor leading to an underground passage.

If you fall into these pits, you have to fight your way through Spiders and Scorpions back to an elevator in the extreme western end of the passage. Breakable walls separate the sections of the passage. There are chests of gold and potion here, but otherwise no reason to visit.

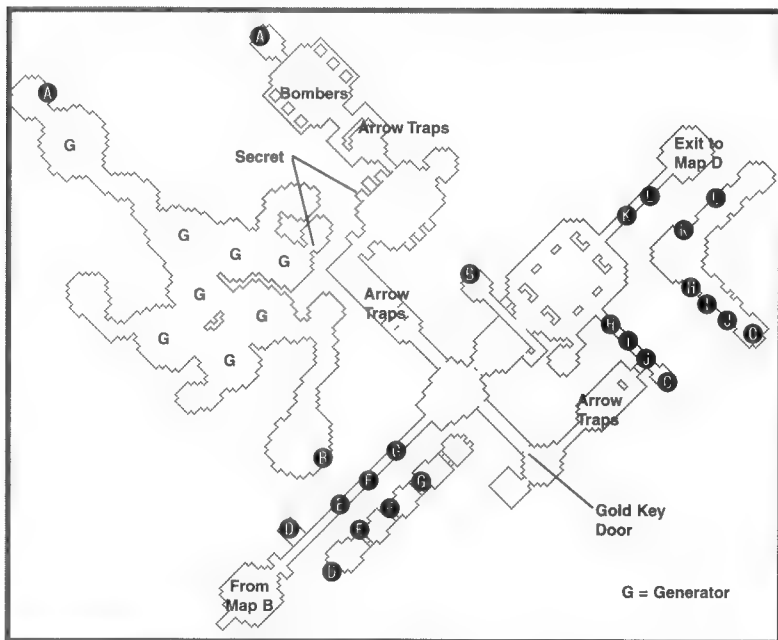


Fig. 16-10. Map C.

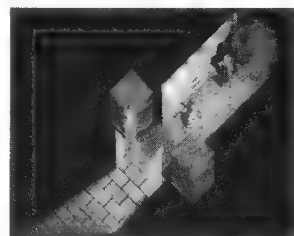


Fig. 16-11. Push the boulder to pass and expose dangerous pits.

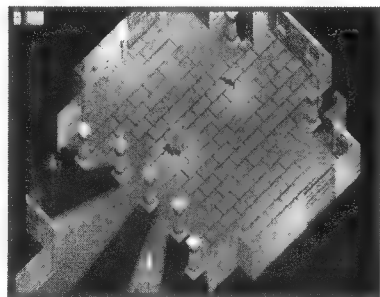


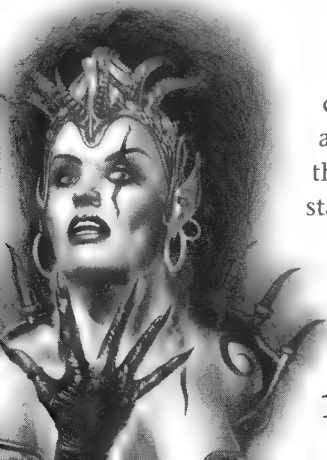
Fig. 16-12. The gold door to the south is locked, so head north.

Enter the great stone doorway to the Temple and, after meeting with the priest, descend the stairs.

East from the stairs, a boulder blocks the corridor ahead. Push it a bit to get it

At the end of the hall, a T-intersection leads north and south. The southern hall is locked with a Gold Key.

Go north into an arrow trap room. Arrows shoot directly toward you from the far end of the room when you depress the pressure plates. Jump diagonally over each strip of pressure plates to avoid jumping over one and onto the next.





At the north end of the room, turn east. Run around the room to gather the large swarm of Bats. Then War Cry to stun the lot of them—they're easy kills now. A chest here yields gold.

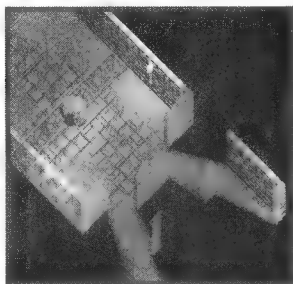


Fig. 16-13. Arrow traps come in all shapes and sizes.

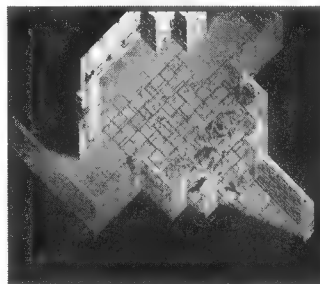


Fig. 16-15. Near the walls is safe ground.

Exit the Bat room through the north door. Walk to the sides to avoid the arrow trap's line of fire. Go around the center of the room and continue north.



TIP

YOU CAN ALSO LEAD THE BATS TO THE ARROW TRAPS IN THE ROOM TO THE NORTH. RUN Laterally ACROSS THE TRIGGERS TO SHOOT ONCOMING BATS. THIS USUALLY MAKES SHORT WORK OF THE FLYING RODENTS.

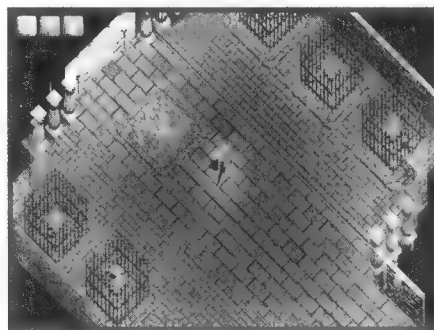


Fig. 16-16. Bombers ahoy.

SECRET AREA

The second window on the north side of the room is actually a secret passage. Walk into it and it opens for a chest of Shuriken of Collision.

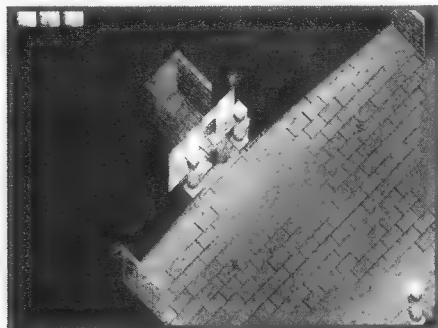


Fig. 16-14. When is a window not a window? When it's a door to a secret.

Six cages along the walls contain some very hyper Bombers; if you injure any of them or pick up the Gold Key from the center of the room, the Bombers will be freed. When they're released, War Cry to stun them and run around the room to make them collide with each other. If a sole survivor remains, detonate it with Shuriken.

When you pick up the key, the door to the north opens. Raid the chest for gold, descend on the elevator, and proceed south.



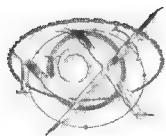


Fig. 16-17. Generators.

The large clearings in the middle of this cavern are monster generators. To avoid triggering them, hug the walls of each room.

Here's how they work:

- ♣ Stepping into the light of a generator causes a random monster to appear.
- ♣ The generator is disabled for an interval after producing the first monster.
- ♣ When the generator glows again, stepping into the light summons a second monster.
- ♣ Once it's been activated twice, the generator produces an item (i.e. potion, gold, etc.), glows yellow, and ceases to function.
- ♣ If you activate *all* 25 generators on this level (this map and the next), you will get an extra surprise at the last one (Sturdy Iron Long Sword of the Leech or Silver Kite Shield of the Spider's Bane and Anti-Zap).

Stay close to the eastern wall to find a Grizzly den with a Mighty Cloak of Anti-Spark. The rooms on the western

wall feature a Scorpion and several prizes. Go southeast to leave the room.

SECRET AREA

On the eastern wall, look for a boulder blocking a passage. Roll it aside to find a chest of gold.

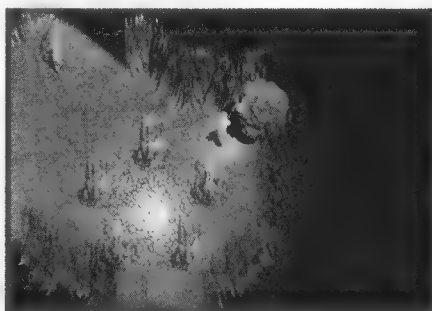


Fig. 16-18. Roll the boulder aside to find a secret.



Fig. 16-19. The western wall is false. Pass through it to continue.

Two giant Scorpions patrol an elevator. Ride it up and advance south toward a U-turn. Walk towards the western wall of the room (it rises as you approach) and head south to the Gold Key door. Inspect the room to the west (Shuriken of Collision and supplies) and hike east through an arrow trap room. Jump over the triggers and exit to the east.





Turn north and push (or smash) the boulder down the hall to expose pits. The passage below is populated by Spiders and a Grizzly—if you fall into the pits, look for an elevator to the south that rises to the start of the pit hall.



NOTE

IF YOU'VE TAKEN ON THE TASK OF TOUCHING ALL 25 GENERATORS, YOU NEED TO DROP INTO THESE PITS TO FIND ANOTHER.

a Great Sword to block and reflect Slow spells (stand and face the incoming spell without moving). A small room in the southwest corner merits inspection.

Exit east and break or push the boulder. Jump over pits (they lead to same lower cavern as the last pits) and crack open the chests for a Beholder Beast Scroll. Drop into the pit at the far end of the hall.

Follow the passageway north, west, and north, inspecting the rooms off the hall (Mighty Silver Plate Boots). The room to the north is protected with several arrow traps. Running jumps over the plates bring you to the northern exit and a square room.

Another pair of Beholders try to work you over in this more confined area.



Fig. 16-20. Two Beholders require considerable care and lots of War Crying.

The pit hall empties into a large room with two Beholders. These grotesqueries cast Shock, Slow, and Energy Bolt. War Cry to dispel Shock spells. Attack with Berserker Charge followed by a Hammer and Shuriken attack. You can use

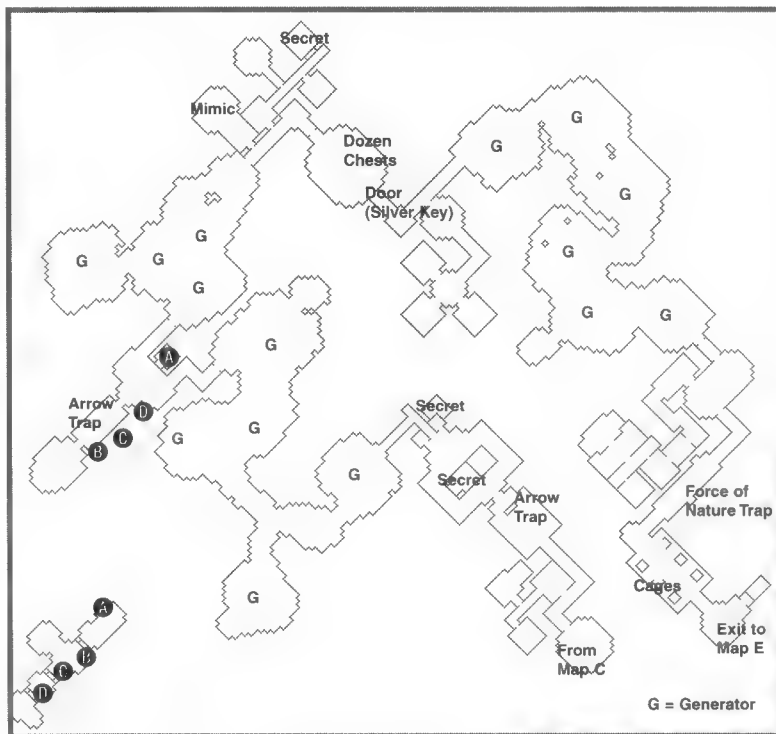


Fig. 16-21. Map D.



SECRET AREA

Crack open the west wall of the center of the Beholder room to snatch Shuriken of Collision and gold.

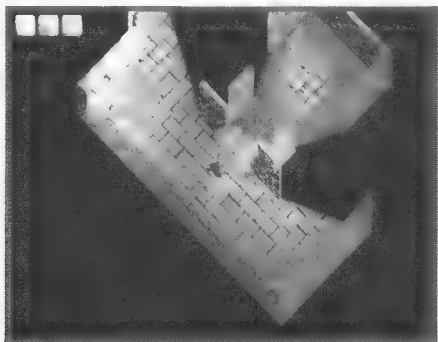


Fig. 16-22. *This wall breaks to reveal a secret.*



Fig. 16-23. *This switch opens the way and reveals Scorpions.*

Pull a switch near the northern door to move aside three stone blocks. This releases two Scorpions; dice them and persevere north and west.

SECRET AREA

After moving the stone blocks, enter the small alcove to the east and break the wall to find a Secret Area full of gold.

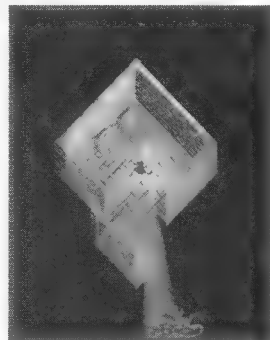


Fig. 16-24. *This alcove leads to riches.*

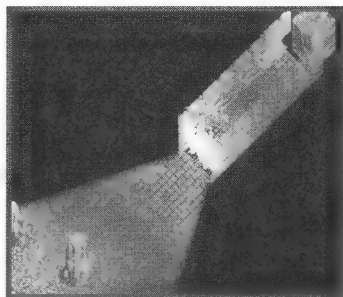


Fig. 16-25. *When the blocks start to advance, run and leap over the fire.*

As you move west, a block advances to push you down the hall, into a wall of flame. Jump the flame and land in another room full of generators. Polyps line the

walls—you'll have to jump over them to keep from triggering the generators.

A chest in the southwest corner has Shuriken of the Spider. A Beholder patrols the northern part of this room; you'll have to be very careful if you want to fight the Beholder and avoid the generators.

Detour west at a trio of Mana obelisks and jump over the arrow traps. Stay off the brown plates near the walls; they're unstable and stepping on them will drop you into a lower cavern. Move into the western end of the hall



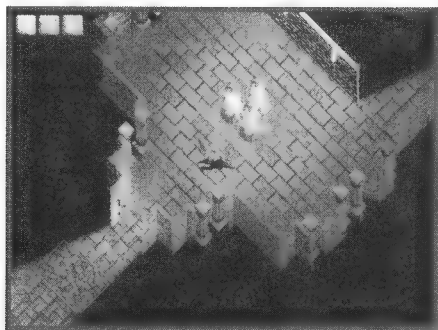


Fig. 16-26. Visit the rooms to the west from this landmark.

and open a chest for a pair of Mighty Silver Plate Arms. If you fall, break walls to find treasure, a Scorpion, and an elevator in the eastern end.

Return to the trio of Mana obelisks and push on into the passage leading east to another large generator room. Carefully deflate two Beholders. The room to the northwest has another Beholder, a Scorpion, another generator, and a chest of gold. Hug the northern wall and exit the room to the east.

Enter the first room to the north. One of the chests in this room is a Mimic. Hold your cursor over the chests to

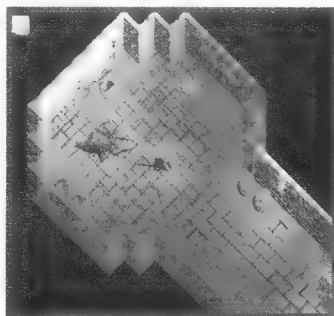


Fig. 16-27. Unmasking the imposter.

determine which is real and which a Mimic—if the cursor turns to a red circle, you’ve found a Mimic. The authentic chest holds a Mimic Beast Scroll. Stay far from the faux chest if you don’t want to fight the Mimic.

Return to the hall and check out the second room to the north for a crate with a Mighty Silver War Hammer of Collision (fantastic against Beholders).

Turn east to a boulder blocking a small side hallway. Break the boulder. The rooms contain some provisions and a Scorpion.

SECRET AREA

At the end of the narrow hallway, destroy the north wall to expose a Secret Area with a Shuriken of the Tick and some Red Potions.

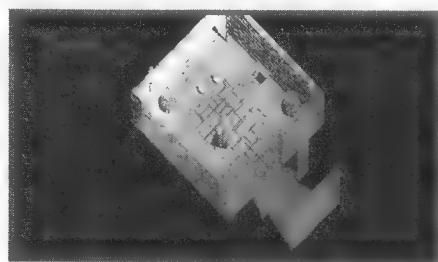


Fig. 16-28. There’s one more room off this little hall.

Return to the main hall and shamle east and south through a door. This large room contains twelve chests; two are Mimics. Others have potions, Shuriken of Flame, food, and a Silver Key. Point your cursor to identify the Mimics.

Open the door to the south and follow the hall east. Detour into the first room to the south. Jump over the arrow trap to face three doorways. In them you’ll





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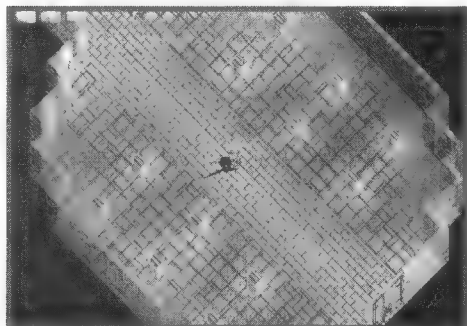


Fig. 16-29. *What's real and what's illusion? Let your cursor be your guide.*

find a Grizzly, gold, a Scorpion, a Mighty Silver Breastplate, Cave Spiders, and a potion.

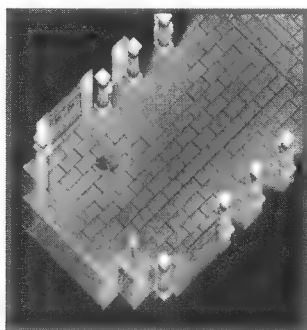


Fig. 16-30. *An intersection of note below the last generator room.*

Return to the main hall and trudge east to the final generator room. Beware Polyps, disguised Mimics, and several Beholders, and leave via the southern door.

In this intersection room, doors lead north and south.

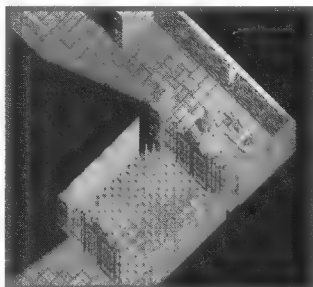


Fig. 16-31. *Pull this switch to lower the spikes.*

First, go north and wind around to a switch to lower a bed of spikes. Pass through the gates to a small room (chests with Shuriken of the Spider). A Grizzly bear and several stashes of provisions lay behind the door to the north.



TIP

YOU CAN LEAD THE BEAR OUT OF THE NORTH ROOM AND OVER THE SPIKE TRAP.

Return to the intersection room and go south. As the corridor turns west, you'll meet the very dangerous Force of Nature trap. Time your advance to stay between two Force of Nature balls to reach the far end of the hall.

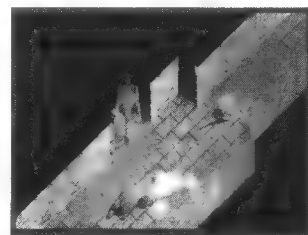


Fig. 16-32. *A powerful Grizzly feels the wrath of the Force of Nature.*

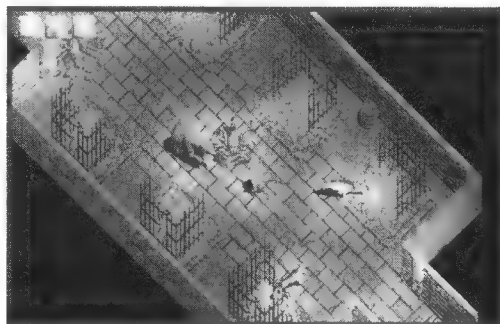


Fig. 16-33. *This menagerie is as dangerous as you choose to make it. Avoidance can be the better part of valor.*





Turn south to a room with six cages and one animal wandering free. If you attack the free animal or any of the caged ones, all the animals will be released. Smash the barrels for food (but don't let any injured animals eat it). Go through the doors to the south.

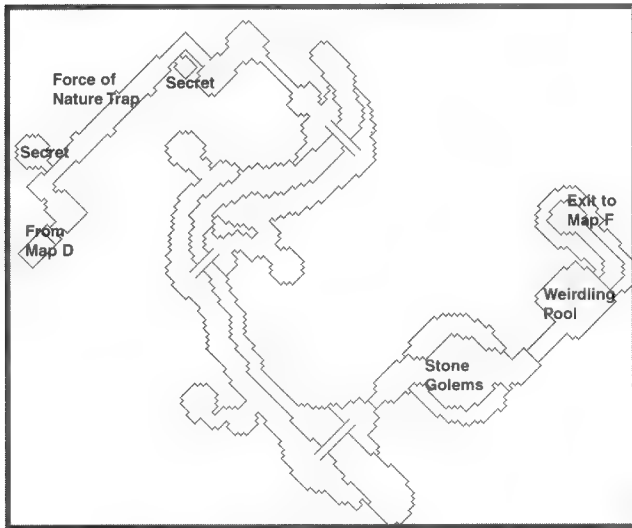


Fig. 16-34. Map E.

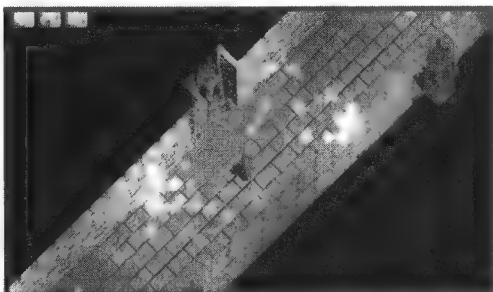
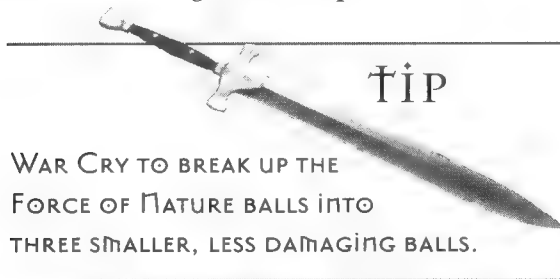


Fig. 16-35. Another Force of Nature Trap.

Trek east and north. A purple light is cast on the northern wall as another Force of Nature trap pulsates to the east. Navigate the hall, walking between the balls. At the end of the hall, go south and through a door.

SECRET AREAS

At the east end of the Force of Nature hall, approach the southern wall to open a Secret Area. Pull the switch, opening the room with the purple light. You'll have to return the "wrong" way down the Force of Nature Hall—almost certainly taking some damage, but it's worth it. War Cry to break up the Force of Nature balls and make your way to the now-open secret room at the west end of the hall. The chests in that Secret Area have gold, a Mighty Gold Breastplate of Healing, and Mighty Silver Plate Leggings.

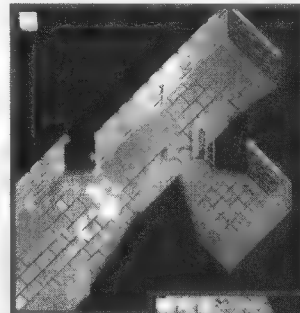


Fig. 16-36. This switch opens a Secret Area at the west end of this hall.

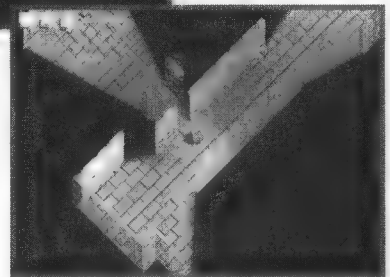


Fig. 16-37. The purple room is now accessible.



Fig. 16-38. *In between the rope bridges, you must tangle with another Beholder.*

Traverse a narrow, blue-lit hall. Cross the rope bridge, turn west, and follow the river. As the path veers briefly away from the river, follow the path south and northwest, past a Beholder to another rope bridge.

Cross the bridge and briefly detour northeast. A Grizzly cave to the north boasts gold. Return to the second bridge and follow the river south. A small side room offers Meat.

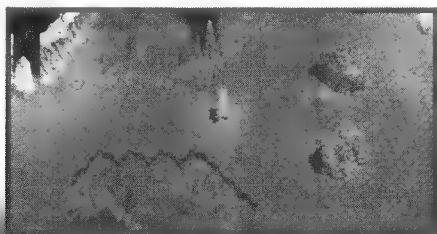


Fig. 16-39. *You're not getting out of here without a pounding. The Stone Golems are slow but devastating.*

Cross a final bridge to the east and cautiously enter a large room into which two

Stone Golems are summoned. The Golems' weakness is their crawling Speed. Use your Shuriken liberally and make distance between you and them by running to corners and waiting as the Golems converge on you. As they approach, run around them to the opposite end of the room.

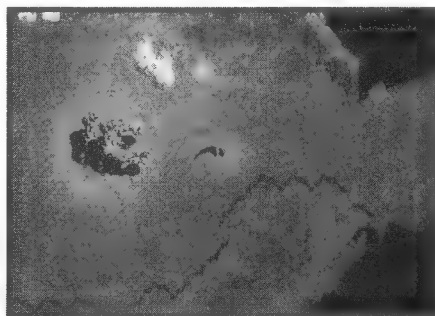


Fig. 16-40. *Lead the Golems around to keep space between you but don't get too close as you pass.*

The War Hammer works well but the timing must be perfect to avoid a counterattack. Fortunately, the Golems will usually stick together, making them easier to fight; if they separate, you're in very big trouble.

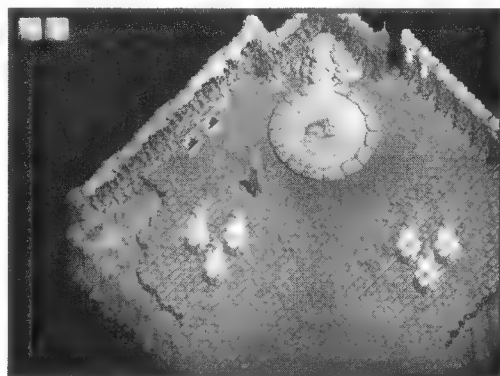


Fig. 16-41. *Touch the Weirdling Pool to add this vampiric force to the Halberd.*





When the fight is won, go east to the Weirlding Pool. Chests here have a Stone Golem Beast Scroll and a Red Potion. Walk into the pool to acquire the Weirlding and open the walls to the east. Follow the path and ride the elevator to the surface.

Follow the river south and go through the gate. Turn west back toward Ix.

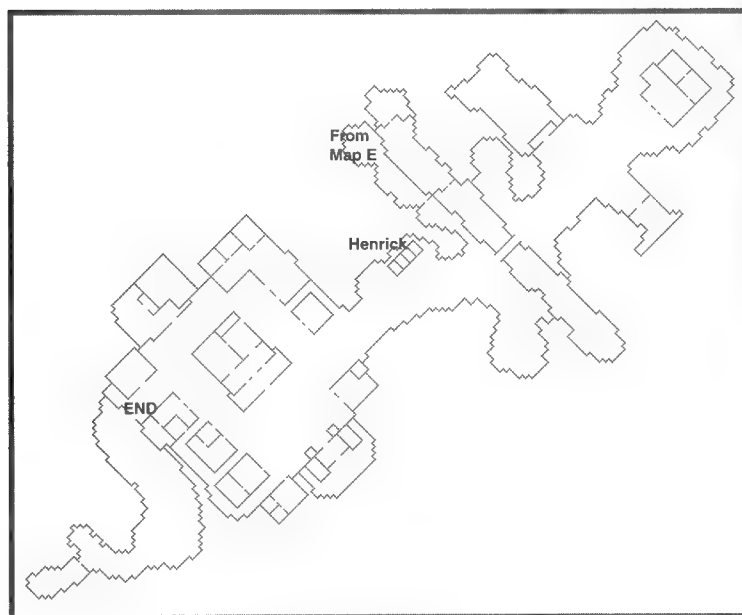


Fig. 16-42. Map F.

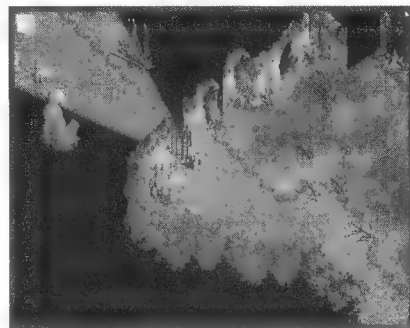
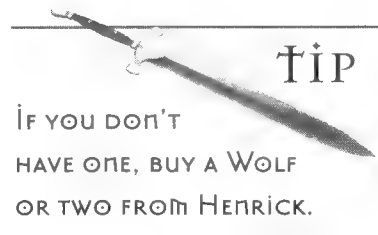
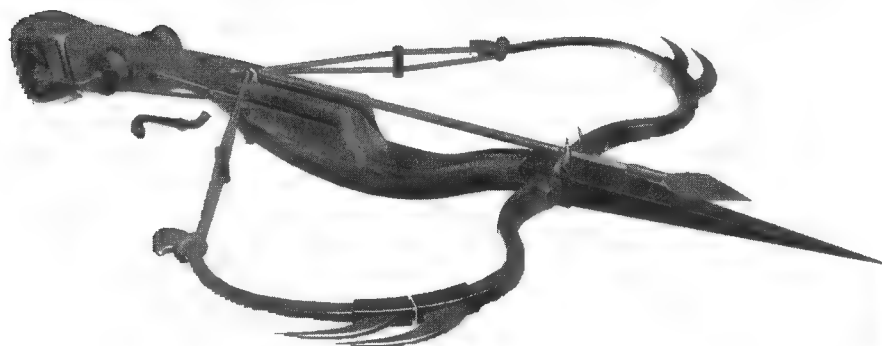


Fig. 16-43. The area should look familiar as you exit through this gate near the river.



Go shopping in the town and sell any unnecessary items. When you're ready, meet the Airship Captain at the west gate.



CHAPTER 17

EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP

INTRODUCTION

MAIN QUESTS

- ♣ Find Mordwyn's home in the swamp.
- ♣ Find the Ogre Outpost.
- ♣ Find the entrance to the Land of the Dead.

SUB-QUESTS

- ♣ Rescue Aidan the Wizard from the Ogre Outpost.
- ♣ Save Cain the Conjuror in the wastelands before he's killed by Wolves.

ENEMIES

- | | |
|---------------------|---------------------|
| ♣ Black Wolf | ♣ Shade |
| ♣ Carnivorous Plant | ♣ Skeleton |
| ♣ Dryad | ♣ Skeleton Lord |
| ♣ Ghost | ♣ Small Cave Spider |
| ♣ Giant Leech | ♣ Small Spider |
| ♣ Lich | ♣ Spider |
| ♣ Mimic | ♣ Spitting Spider |
| ♣ Necromancer | ♣ Vile Zombie |
| ♣ Ogre | ♣ Wasp |
| ♣ Ogre Lord | ♣ Will O' Wisp |
| ♣ Ogress | ♣ Zombie |
| ♣ Polyp | |
| ♣ Scorpion | |





QUEST AND CONTINUATION ITEMS

- ♣ Gold Key
- ♣ Silver Key
- ♣ Ruby Key

SECRET AREAS

- ♣ 15

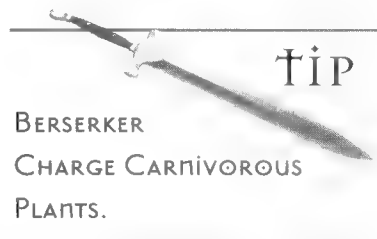
SHOPS

- ♣ Byzanti's Bog Shop
- ♣ Motoc
- ♣ Loproc

WALKTHROUGH

After your briefing by the Airship Captain, begin your trek to the northwest. The path is populated by Spiders, Polyps, Wasps, and Carnivorous Plants.

Across from the second Carnivorous Plant, a path leads southwest. Break the Wasp's Nest for a Cloak of the Wasp's Bane and a few more Wasps.



TIP

BERSERKER
CHARGE CARNIVOROUS
PLANTS.

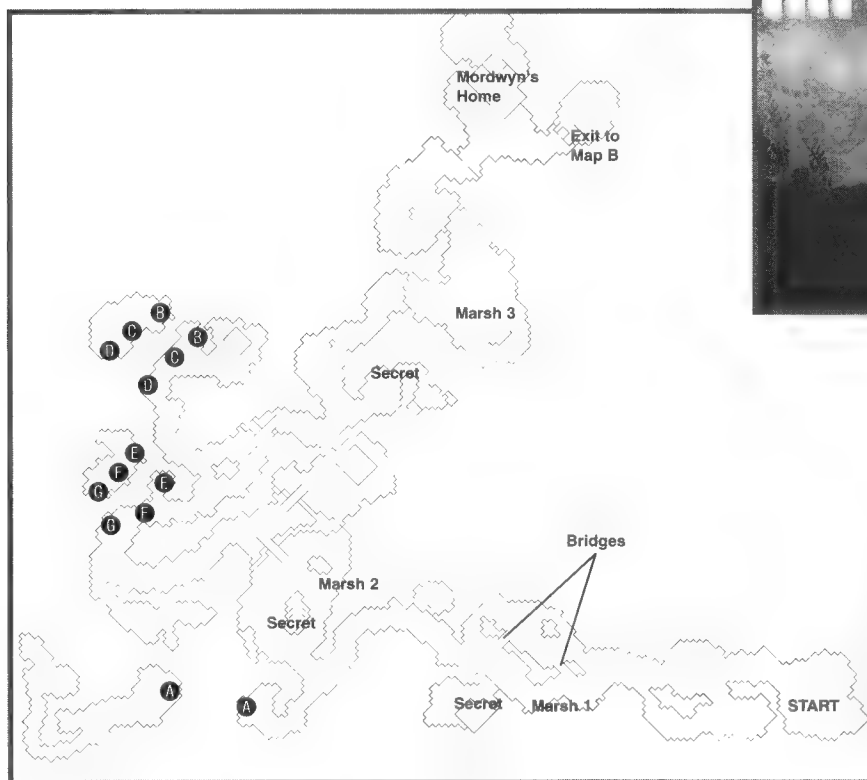


Fig. 17-1. Map A.

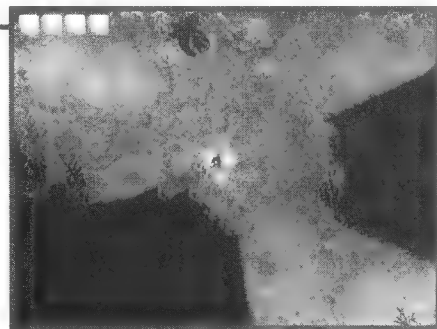


Fig. 17-2. Note this side path but beware its sting.



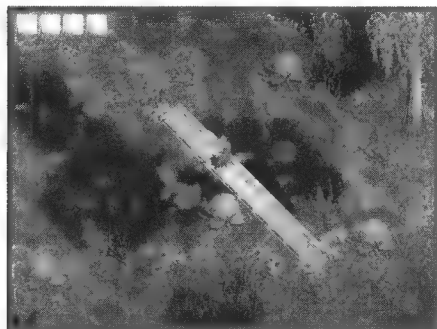


Fig. 17-3. See the Shade? It's probably too late.

Return to the main drag and trudge northwest to Marsh 1 from which a footbridge leads north. Here, peering into the dark, you spy your first Shade; let's hope you spotted him before he took a chunk out of you. Take the other footbridge west to return to the path.

SECRET AREA

Directly west of the second footbridge, fire Shuriken at the Polybs by the wall. Wait for the gas to clear and smash the wall to find a cabin in a Secret Area. A Ghost and some provisions are your reward.



Fig. 17-4. You'll need to do a little gardening before getting to this secret.

As the path narrows, torch a Vile Zombie as more of his kind burst out of a wall to the east. Explore their lair for provisions, a Grand Silver Long Sword of Fire and a Mighty Silver Mace of Force.

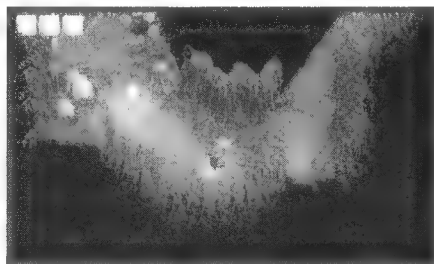


Fig. 17-5. Never trust a glowing ball of light.

Continue along the trail until the path splits west and north. Go west to find a Will O' Wisp.

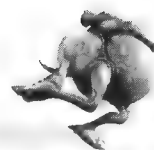


TIP

WILL O' WISPS ARE NOT YOUR FRIENDS. ALTHOUGH THEY WON'T ATTACK ON THEIR OWN INITIATIVE, YOU MIGHT WANT TO TAKE THEM OUT FOR THE EXPERIENCE. WITH THEIR ELECTRICAL ATTACKS (LOTS OF SHOCK DAMAGE), HOWEVER, SUCH DARING WILL BE COSTLY.

The Will O' Wisp hovers over an elevator. Take it down to an area full of Leeches and Spitting Spiders. A chest at the far northern end of the area sports Shuriken of Force and a Sturdy Iron Plate Helm of the Stars. Return to the elevator and back to the intersection.

CHAPTER 17 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



Take the north path from the intersection. Vile Zombies will block your way to Marsh 2.



TIP

THE LIGHT
EMITTING FROM THE
HELMET REALLY HELPS IN
SPOTTING SHADES.

SECRET AREA

Look for a Carnivorous Plant; south of it, next to an obelisk, the east wall of the marsh's central structure breaks to reveal a Zombie room with gifts from the undead.

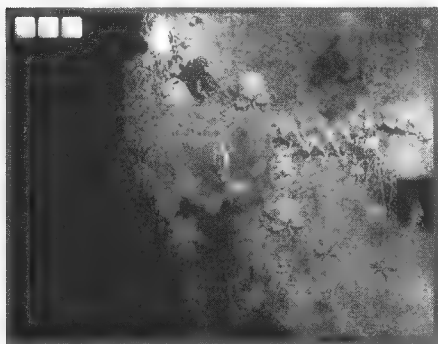


Fig. 17-6. *The Carnivorous Plant is your first landmark for this secret.*

A wooden bridge leads east and a subsequent bridge heads immediately east again to a shack. Before you reach the shack, you'll battle your first Dryad. War Cry to disrupt the Dryad's spell casting.

Inside the shack, look for a Carnivorous Plant Beast Scroll. Return over the second wooden bridge and resume the path, now heading northwest.

Will O' Wisps and Shades make this path slow and dangerous. The path splits; take the

brief detour to the southwest. A Shade viciously protects a Grand Iron War Hammer of Numbness. Return to the split and go northeast.

As you fight the Carnivorous Plants and Wasps, watch for crumbling floor sections. If you drop into the pit below, you'll have to fight Polyyps, Carnivorous Plants, Leeches, and Vile Zombies to find the elevator back to the surface.

Persevere northeast. Keep a sharp eye out for a Mighty Gold Mace of Stunning (near a dead body) guarded by Spiders.

Near a Will O' Wisp, the path splits; take the side path leading north.

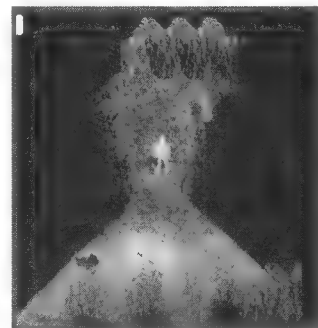


Fig. 17-7. *Unstable floors lead to a small underground area.*

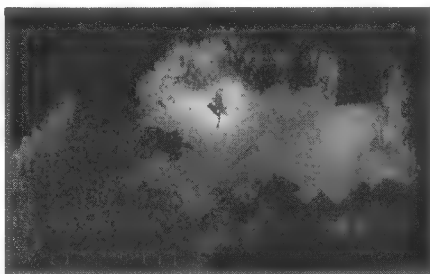


Fig. 17-8. *There's something to be gained by falling into this pit, but perhaps not enough.*

Watch again for crumbling floor tiles. In addition to the usual horrors waiting below, you can look forward to





floor spikes here. There are, however, Shuriken of Fire in a chest, so if you're lucky, you might net a treasure. An elevator leads back to the surface.

Break a nearby Wasp's Nest for a Sturdy Cloak of the Spider's Bane and continue to a shack to the east. You can clear the room by shooting through the window and then entering from the east for provisions.

Return to the split and resume the march east. Go across a foot bridge. As the path turns north, a side room of Zombies, Vile Zombies, and Carnivorous Plants leads off to the east. Return to the path to continue north.

SECRET AREA

In the side room, blow up the Polyyps on the east wall and punch through to find a Secret Area. When you approach the chest inside, Zombies burst from the wall. When you finally get a chance to look inside, the chest contains both a Mighty Cloak of Cure Wounds and the Wasp's Bane, and Shuriken of Fire.

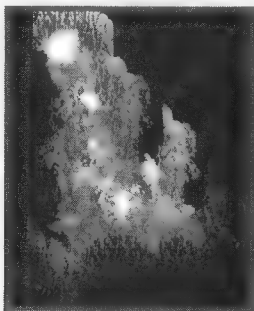


Fig. 17-9. *Zombies protect this particular secret.*

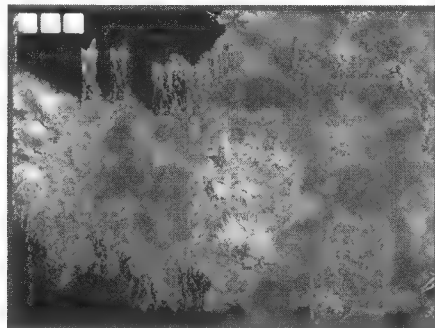


Fig. 17-10. *Carnivorous Plants seal you in with the Dryads.*

The northern path winds east past several Carnivorous Plants to Marsh 3. As you turn to the southeast, a wall of Carnivorous Plants arises behind you, hemming you in for a fight with two Dryads. Use your Berserker Charge, Harpoon, and Shuriken. War Cry interrupts the Dryads' spell casting and aborts any summoning of Carnivorous Plants.

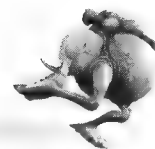


Fig. 17-11. *Mordwyn's House.*

Proceed north and weed out the Carnivorous Plant wall. As the path turns east, go through an iron gate to Mordwyn's House. Talk to him, then follow him inside and talk to him again and he'll bring you a Divine Titanium Breastplate of Anti-Shock, and a Divine Diamond Knight's Helm of the Stars. Ransack his bedroom for potions.



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Face the east wall of Mordwyn's House (next to the desk) and a hidden wall will lift to admit you to the back yard. Partake of Mordwyn's Apples, the Well of Restoration, Green Potion (in a stump), and Shuriken of Fire. Return to the cabin.

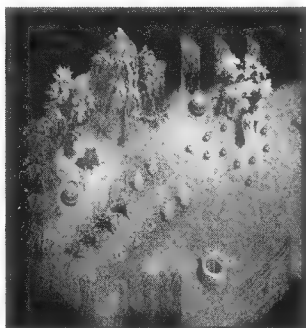


Fig. 17-12. Mordwyn has a lovely backyard for a swamp dweller.

Tread Lightly to the east over a long stretch of crumbling floor.

Approach a four-way intersection where a Carnivorous Plant lies. This is the main cross-roads.

SECRET AREA

Behind the Carnivorous Plant at the cross-roads, break the wall to find a Secret Area with a Dryad and a Green Potion.

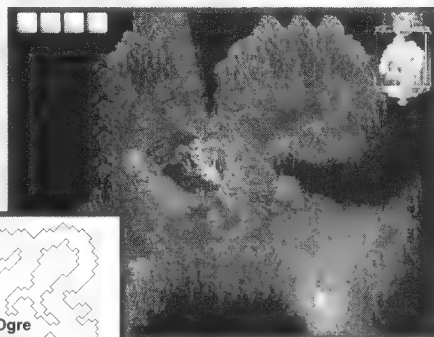


Fig. 17-14. After the Carnivorous Plant has wilted, move aside this rock to find what's hidden.

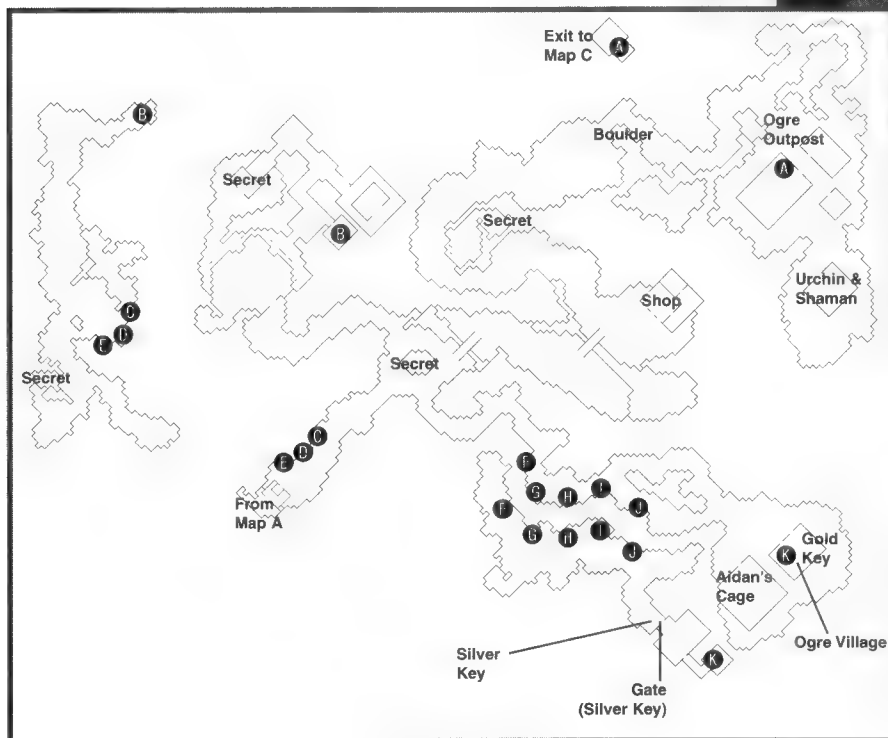
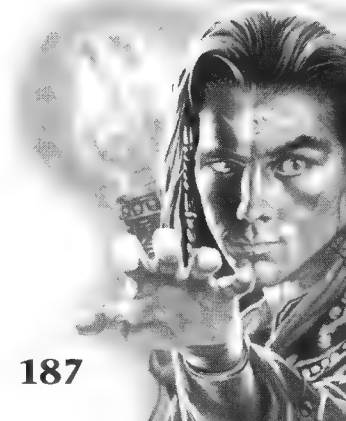


Fig. 17-13. Map B.



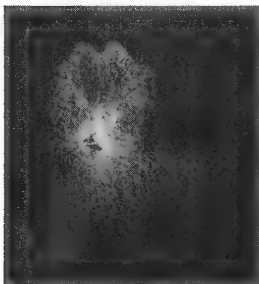


Fig. 17-15. The iron gate leads to the graveyard.

Walk confidently up the northern path from the crossroads. Will O' Wisps, Carnivorous Plants, and Shades complicate your journey.

Farther up the path, an iron gate leads north to a graveyard. Step into the small alcove to the west to find Shuriken

of Stunning. Return to the crossroads unless you notice something strange. . . .

SECRET AREA

Technically, the crypt is a Secret Area. It is, however, so large and so useful that we'll treat it here as part of the walkthrough.

Entering the small alcove near the graveyard drops the wall that seals off the north and east. After the

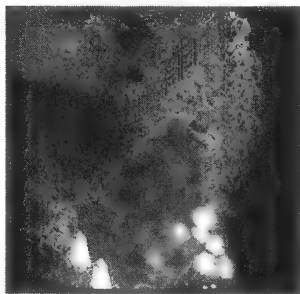


Fig. 17-16. Wonder where those undead came from? Stepping into this clearing was the cause.

initial rush of the undead, you will see two entrances to this crypt, a Secret Area.

There are three ways to get into the crypt:

1. You can fall down through the breakable floors at the start of this map, fight your way through, and take the elevator into the crypt.
2. You can enter it via the front door (east from the alcove).
3. You can enter to the north through the back door (marked by two stone monuments) past Ghosts and Vile Zombies.

For the sake of clarity, let's go through the back door. The chest immediately inside holds Grand Titanium Plate Leggings of Anti-Zap. Break the wall to the east to proceed, but watch out for Wizard traps.

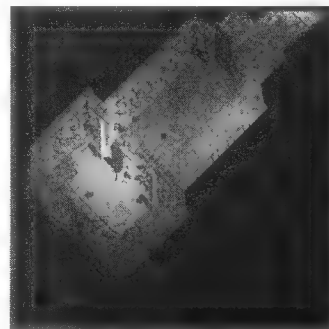


Fig. 17-17. Break this wall to get to the rest of the crypt.

Push through the gate and go south at the corner. At the first intersection, go west to a big sarcophagus. Open it for gold and a Shuriken of Flame.

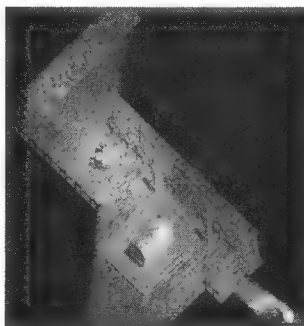


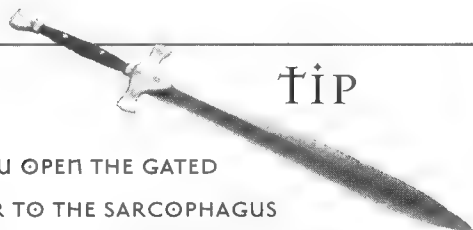
Fig. 17-18. The big sarcophagus is a good landmark and holds some fantastic prizes.





Fig. 17-19. If you don't approach this sarcophagus, you won't have to fight a Necromancer.

Return to the intersection and go south through a gate to a fenced-in sarcophagus. When you open the sarcophagus, the room's doors seal and a Necromancer arrives to punish you.



TIP

IF YOU OPEN THE GATED DOOR TO THE SARCOPHAGUS CAREFULLY AND OPEN THE SARCOPHAGUS FROM THE DOORWAY, YOU CAN CLAIM ITS BOOTY (MIGHTY SILVER GREAT SWORD OF FLAME AND A RESTORE HEALTH POTION) WITHOUT TRIGGERING THE NECROMANCER. WHEN YOU'VE WON, THE DOORS UNLOCK.

Return to the big sarcophagus and go through the gate to the south to an elevator. Downstairs, Spitting Spiders greet you and, as you plow west and south, Skeletons, Zombies, Carnivorous Plants, and Skeleton Lords demand your attention.

As you pass a field of spikes, a wall to the east opens to release a batch of Zombies. Jump over the spikes, burn the Zombies, and search their den.

Press on down the main path until it splits. Go southwest, explore, and return to the split.

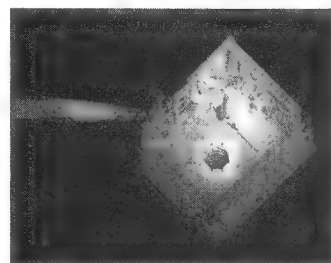


Fig. 17-20. An elevator lets you explore the pits beneath the swamp.

SECRET AREA

As the southwest path curls north, crack open the wall for a Secret Area. Take home a Flimsy War Hammer and open the chest for a large gold bag and a Grand Leather Tunic of Greater Healing.



Fig. 17-21. Crack the wall for this secret.





PRIMA'S OFFICIAL STRATEGY GUIDE

Take the path south to a chest with Grand Titanium Plate Armor of Anti-Zap.

Turn to the elevator and go back to the crossroads.

This time, follow the southern path from the crossroads. Just after it turns west, note several sections of crumbling floor. Fall through.

Leeches and Carnivorous Plants populate this tunnel. Look carefully for a western alcove full of Polyps and Carnivorous Plants; clear the way and open a chest with a Grand Silver Long Sword of Flame and a potion.

Continue east through the tunnel and open a door to the south. An Ogre Lord guards a chest containing the key to that southern door. Take the Silver Key and open the door to an elevator.

Ride it up to a hut full of Ogre Lords and Ogres. Draw them outside to fight and return to pil- lage a chest for a Gold Key and a large bag of gold. Leave the hut.

Go to the pen to the east and talk to Aidan. Release him with the Gold Key and he gives you an Ogre Lord Beast Scroll. This Wizard also agrees to escort you to the Ogre Outpost.

Leave the Ogre village via the north- ern path.



Fig. 17-23. Aidan will assist you if you free him.

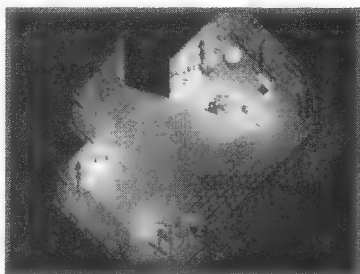


Fig. 17-22. The Silver Key gets you back to the surface.



CAUTION

WALK VERY CAREFULLY AMONG THE CRUMBLING FLOORS WHEN YOU HAVE AIDAN IN TOW. IF YOU TAKE MORE THAN A COUPLE OF STEPS AT A TIME, HE'LL BUMBLE ONTO A COLLAPSING TILE AND YOU'LL HAVE TO GO AFTER HIM.

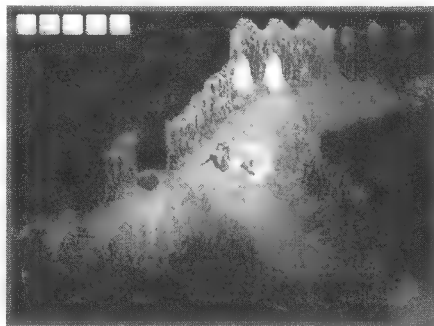
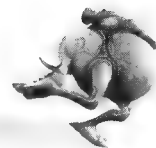


Fig. 17-24. Don't let Aidan get too far away or he'll fall.



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When the path splits, take the north leg—there are fewer breakable tiles. Continue back to the crossroads.



Fig. 17-25. *The Bog Shop is one of the final three shops you will see.*

Begin the journey east from the crossroads. Cross two foot bridges to arrive at Byzanti's Bog Shop. His prices are outrageous but his Buy Factor is the best in Nox. A couple of scrolls might be must-buys. Repair anything of value.

Explore the shop's back room for chests but watch out for Wizard Traps.

Resume your path as it turns north and fight a Dryad. Zombies suddenly converge from behind. Torch them and proceed along the main route.

SECRET AREA

The area from which the Zombies emerge contains a Mighty Silver Mace of Flame and Collision in a small back chamber.

Stay on the path and duel with a Necromancer, Wasps, Carnivorous Plants, and Will O' Wisps. Break the Wasp's Nest for a Bronze Sword of the Spider.



Fig. 17-26. *Roll the rock aside to find your way.*

The path ends at a boulder; push it away to proceed.

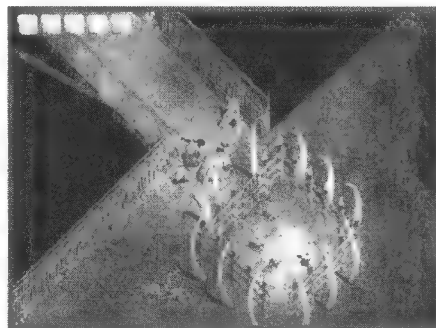


Fig. 17-27. *Rush to free this helpful band of Urchins.*

As you reach the gate to the Ogre Outpost, Aidan stops and bids you farewell. The camp is manned (or "Ogred") by Ogre Lords and Ogres. Make a beeline for the southern end of the camp. Release





the pen full of Urchins and an Urchin Shaman and they will do much of the Ogre killing for you.

Search the three Outpost buildings for food, gold, and a Flimsy Bronze Sword. The largest building contains an elevator. Take it down and exit through the southern door.

You approach two Ogresses from behind. Get the drop on them and go south. Head out of the room via the eastern door. Gut the Ogre to the north and head south down the hall.

The first door to the west leads to the kennels (Black Wolves and lots of food) and the second door takes you to a room with powder kegs and Spiders.

SECRET AREA

From outside the room (but with the door ajar), shoot the powder kegs to blow open the wall to the south for a Secret Area. Pocket a Sturdy Iron Ogre Axe, Potions, and food.

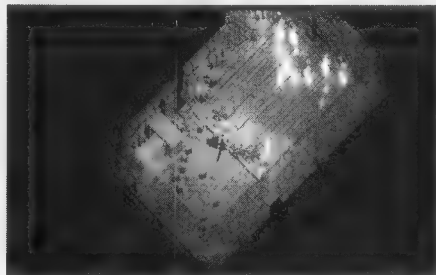


Fig. 17-29. Come in after the smoke clears to see your secret.

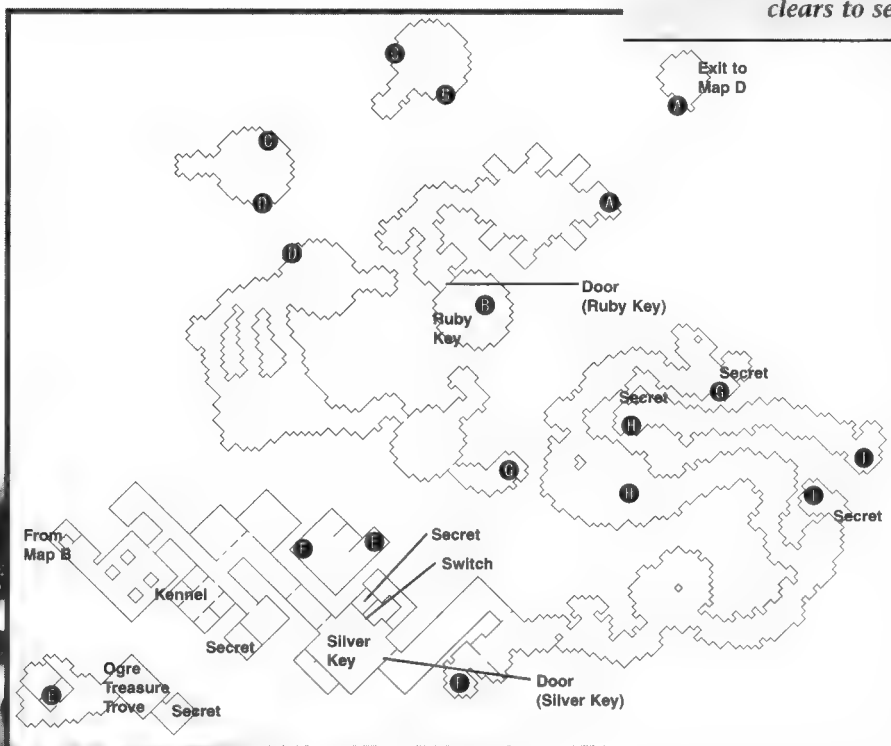


Fig. 17-28. Map C.

Go back to the hall and take the passage east. The door to the north leads to some Ogre Lords (you can snipe through the window to soften them up) and a pair of Grand Titanium Plate Boots of Anti-Zap. The room to the east has Mighty Leather Armbands of the Scorpion's Bane and Shuriken of Fire.

Return to the hall and travel

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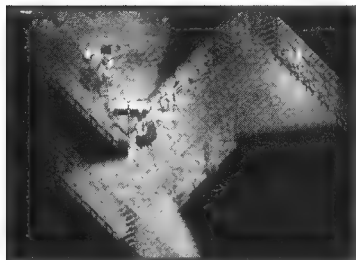
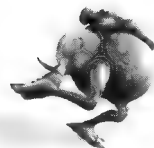


Fig. 17-30. Snipe through the windows to make your job easier.

south through the door. As you enter, you step on a pressure plate. Step off it to temporarily lower the spikes and unlock the door to the south. Run!

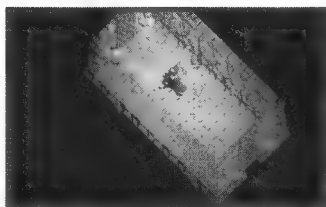


Fig. 17-31. Step off the plate inside the door and run to the opposite side of the room.

SECRET AREA

As soon as you enter, run toward the potion. As you do, the blocks in the room rearrange, releasing an Ogre. Kill or evade him and run to the northeast corner of the room. Shatter the east wall of the alcove to find a Secret Area. This back hall contains a chest with a pair of Sturdy Iron Plate Boots of Running, Titanium Kite Shield of Anti-Spark and the Dragon's Scale, and a Red Potion. Follow the hall south and east to return to the room.

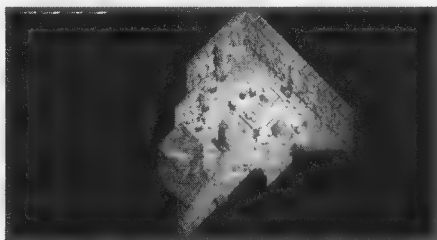
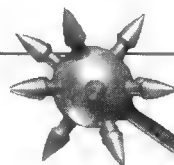


Fig. 17-32. Timing is important but having an escape route is even more so.

As you enter the wall closes behind you. When the first Ogre begins his dirt nap, an Ogre Lord comes to avenge him. Next, search the room for a Silver Key to open the door to the south.



NOTE

THE SWITCH ON THE WALL OPENS THE DOOR TO THE NORTH SHOULD YOU WISH TO RETURN.

When you pass through the door, deal first with the Bats. Next, navigate between the floor spikes and the spike columns to reach the east end of the hall.

Go south through the double doors and dispatch the Ogre Lord and the Ogress. Note that doors go southeast and west from this intersection.

First, take the route through the iron gates to the west and go

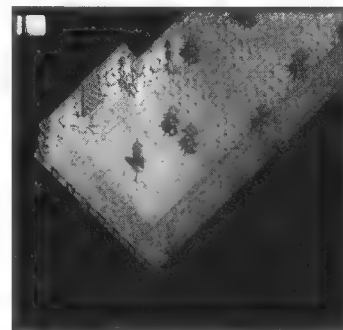


Fig. 17-33. A very spiky room is even scarier than it looks.





Fig. 17-34. First, go through the iron gates.

down the elevator. Perforate the Ogre Lord and the Bats, then raid a barrel for Shuriken.

Take the elevator down into a cage surrounded by Ogre Lords, Black Wolves, and Ogres.

The southern gate is locked.

You may either hack

open the bars

on the other sides or shoot Shuriken or a Harpoon at the red button on the wall to open the gate.

Once outside, go through the east

door to the Ogre treasure trove.

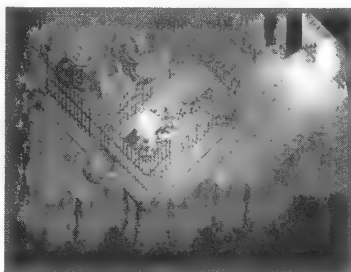


Fig. 17-35. You've got to get out of here! Shoot the switch.

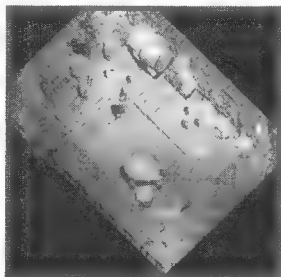


Fig. 17-36. These Ogres know how to live.

Search for gold, a Grand Silver Ogre Axe of Fire, two Flimsy Iron Ogre Axes, and food.

SECRET AREA

Smash the south wall of the treasure trove to find a Secret Area. A chest contains a Titan Titanium Ogre Axe of the Wasp.

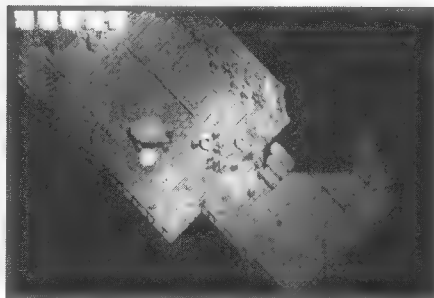


Fig. 17-37. Treasure not enough for you? How about secret treasure.

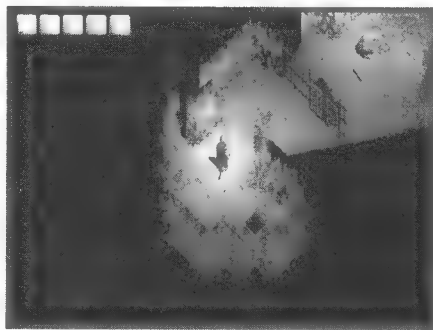


Fig. 17-38. Now go the other way from this intersection.

Retrace your steps back to the intersection. Go southeast through double doors and into a narrow cavern. Follow the corridor past Scorpions and Bats. Stay on the trail as it winds north.





SECRET AREA

As the main trail turns north, a small alcove leads off to the east. Blow the wall open to find a Secret Area with an elevator. Ride it up. Battle a Scorpion then drop through the hole at the far end of the room to return to the main path.

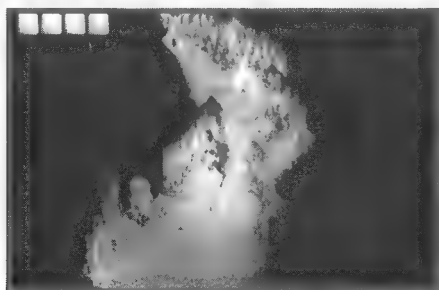


Fig. 17-39. *A good shortcut to stay above the fray.*

SECRET AREA

Near the end of the other Secret Area, break the north wall by the pit to find a chest.

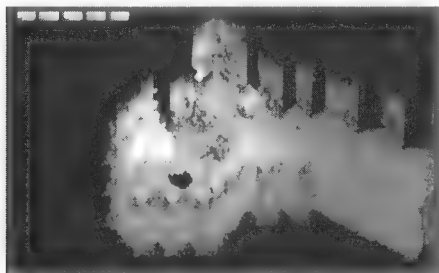


Fig. 17-40. *A secret within a secret.*

The chest in the middle of the next room is a Mimic.

Roll the boulder aside and march north through a swarm of Bats. Watch out for crumbling floors (you don't want to fall) and go to the end of the pass near an elevator.

SECRET AREA

Near the elevator, smash the eastern wall for a Secret Area.

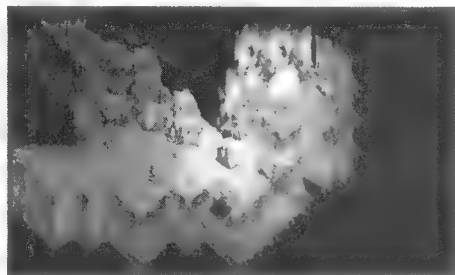


Fig. 17-41. *There are no small secrets.*

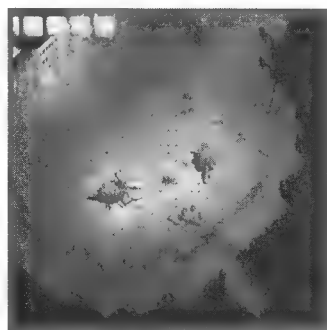
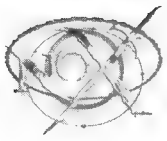


Fig. 17-42. *Ring around the Mimic!*

Fall down the hole, fight with a Scorpion, and go through the north door to meet a Mimic. Spikes emerge from the floor in groups, moving counter-clockwise around the room. You can

shut off the spikes with a switch in the room to the east and fight the Mimic straight up, or you can get it to chase you around the room counter-clockwise until the spikes kill it. Leave via the door to the north to find another Mimic.





PRIMA'S OFFICIAL STRATEGY GUIDE

All three paths lead the same place, but the one to the west has barrels with goodies.

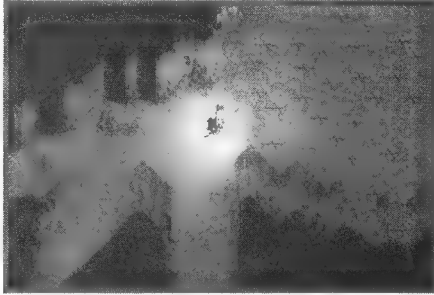


Fig. 17-43. *Think before you enter.*

Pause as you enter this circular room with crumbling floors. If you bumble straight in, you will plummet to the ground below. If you do it right, however, there's good stuff to gain.

First, use the Tread Lightly skill to cross to the southern alcove. The chest here holds gold, a Red

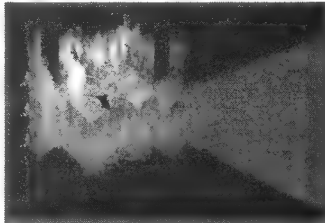


Fig. 17-44. *Top floor.*

Potion, and a Sturdy Iron Plate Helm of the Stars. Step on the teleporter to drop to the alcove on the next lower level and *quickly step off*.

The chest here holds Mighty Armored

Boots of Running and a Green Potion. Step on the teleporter to drop to the alcove on the next lower level and *quickly step off*.

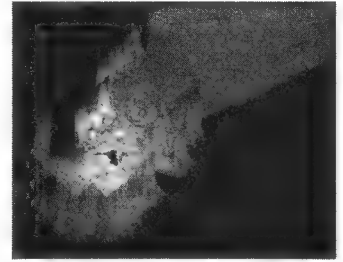
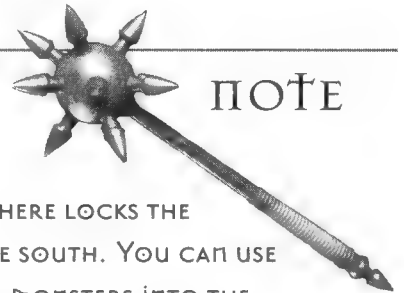


Fig. 17-45. *Second Floor.*

The chest on this third level holds a Red Potion. Step onto the breakaway floor and fall to the bottom. A Mimic and a Scorpion surround a chest with a Ruby Key inside. With the key, go through the door to the north.



THE SWITCH HERE LOCKS THE DOOR TO THE SOUTH. YOU CAN USE THIS TO LEAD MONSTERS INTO THE PREVIOUS ROOM AND LOCK THEM IN.

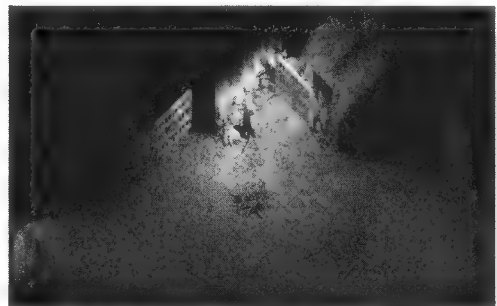


Fig. 17-46. *The Ogre zoo is well stocked. Try to keep all the animals in their cages.*



CHAPTER 17 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



Forge north, disabling the Spitting Spiders and the Scorpions. At the end of the hall are six cages (four Mimics and two Scorpions). Stepping on any of the pressure plates will release a monster. Kill all six monsters without opening the cages and only then search for the cage with the elevator switch. Ride the elevator up to the wastelands and exit the door to the east.

the others are Mimics. Follow the passage northeast.

The path south leads to Motoc's Shop. He has a useful stock, but his prices are an outrage (double

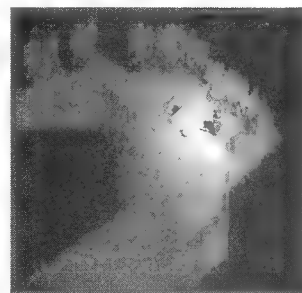


Fig. 17-48. This choice should be easy by now.

base price). Repair any worn items.

Trek east up the main path and navigate the spike field. Let the spikes get the Wolves or pull out the Shuriken.



Fig. 17-49. You're sure glad Motoc is out here.

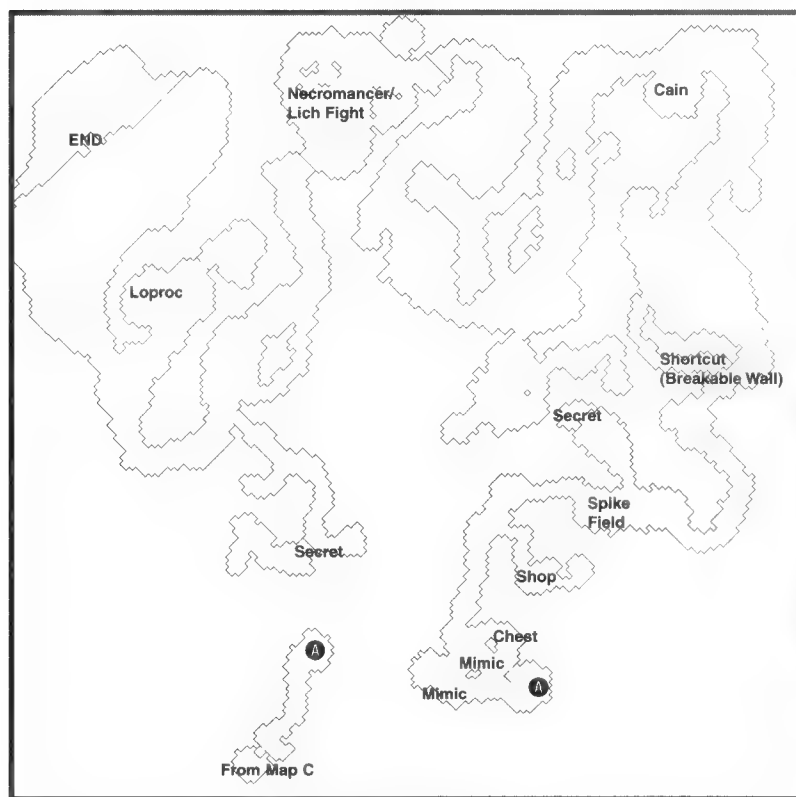


Fig. 17-47. Map D.

March east to another elevator and flip the switch to ascend.

Walk north from the elevator. Ahead, three passages contain chests. The one to the east is real (Red Potion and Shuriken of Dazing) and





SECRET AREA

Check out a side room to the north. A booby-trapped bag of gold sits on a pressure plate surrounded by fire vents and spikes. Before you go near the gold, tear down the wall in the north-east corner for treasure. When you pick up the gold, immediately jump south or you'll be trapped. Claim the gold and leap to safety.

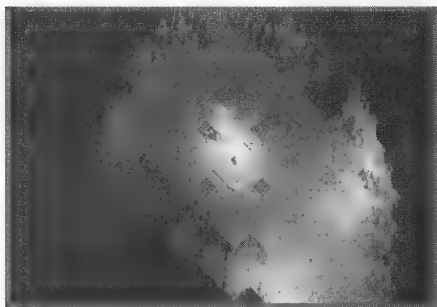


Fig. 17-50. Don't take this bag of gold unless you're ready to leave the room.

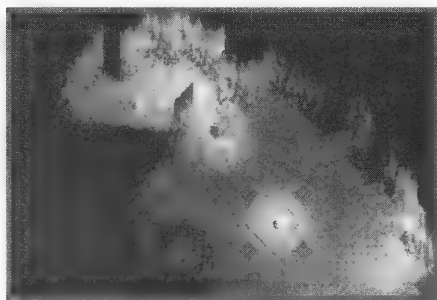


Fig. 17-51. OK, go get the gold now.

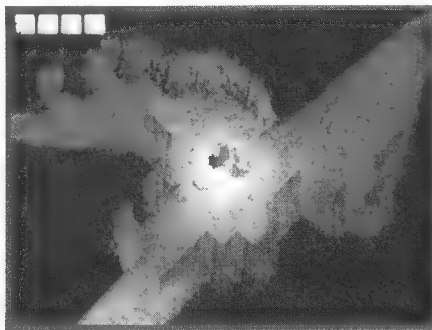


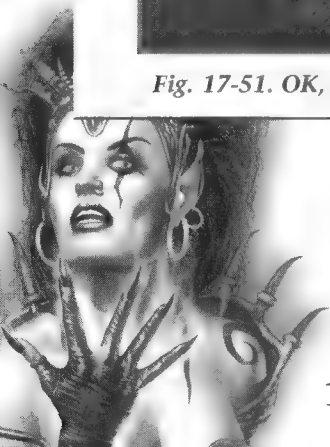
Fig. 17-52. This shortcut lets you sneak up behind a group of enemies near the cave mouth.

Black Wolves and an Ogre Lord guard the main path. Just before the ice field, look on the north wall for a breakable spot that opens a shortcut. Take it and exit to the east on the ice field. Battle Necromancers, Ghosts, and an army of Skeletons and Skeleton Lords.



Fig. 17-53. Hey brother, can you spare a Health Potion.

As the path curves northwest, you see a Conjuror being attacked by three Black Wolves. Kill the Wolves and talk to the Conjuror, Cain. Give him the Healing Potion he requests and he'll escort you to the Land of the Dead.



CHAPTER 17 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP

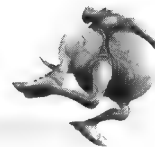


Fig. 17-54. Investigate paths northeast and southwest of the path.

Follow the ice field northwest and, as it turns southwest, look for a small alcove with Shuriken of Collision and a large bag of gold. Further along, notice a door on the southwestern wall leading to a Black Wolf den. A small path off to the northeast should be inspected—Ghosts patrol near Shuriken of Shock and Medieval Clothes.

As you forge on, a Black Wolf, a Ghost, a Skeleton Lord, Skeletons, and a Necromancer defend the main path.



Fig. 17-55. You'll want Cain's help with this magical battle.

Carefully turn the corner as the path narrows and turns west into a large arena. Walk slowly and keep Cain nearby so he won't be locked out when a Necromancer seals the arena with a magic wall. With Cain's help, fight a trio of Necromancers, using the center area as cover and firing out windows.

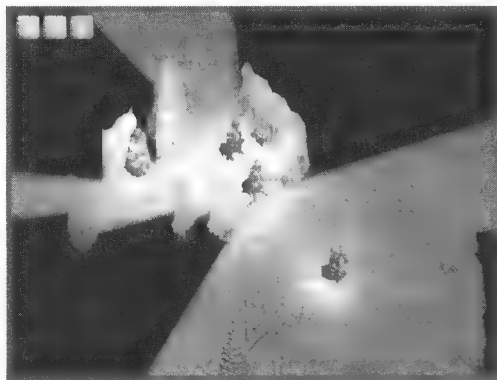


Fig. 17-56. The first appearance of the Lich; War Cry and you'll be OK.

Eventually, a Lich joins the party—be sure to block his Slow spells or you'll receive the shock of your life! A chest here holds a Red Potion and Shuriken of Mana Drain.

Take the exit west. The path splits and shortly rejoins. Just south and east of the rejoining, a cave leads south. Push a powder keg onto the fuse and hit the barrel with a Shuriken to detonate explosives at the far end of the hall. Explore the room and eliminate what's left of its monster population.





SECRET AREA

The blast should blow out the western wall at the far end of this side cave to reveal a Secret Area with a large stash of gold.

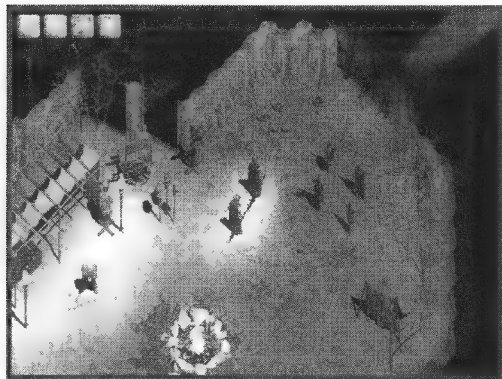
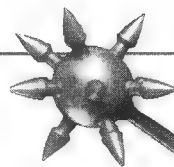


Fig. 17-57. Loproc again. Go for broke!

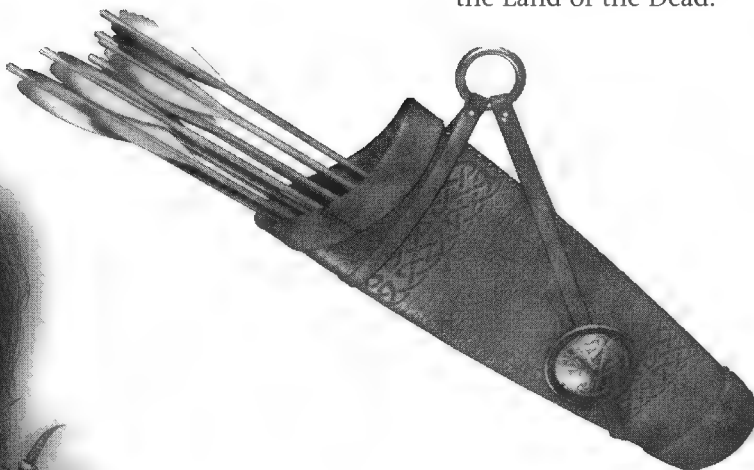


NOTE

YOUR CAN COME BACK TO SEE
LOPROC FROM EPISODE 10 (TO SELL
AND BUY) BUT THAT WILL BECOME
IMPRACTICAL WITHOUT EXTENSIVE
BACKTRACKING. TRY TO FINISH YOUR
BUSINESS NOW.

As the path turns northeast, two flags denote a side path to the east. Visit Loproc for the last time. Repair all your worn equipment (this is your last visit to a merchant), unload anything unwanted, and stock up on everything else. There's still a lot to find ahead, but you won't have any use for your money after this. Go hog wild! Smash Loproc's barrels and enter his cave for warmth and food.

Resume your path northeast. After leveling the Skeleton Lords and Black Wolves, enter an elaborate doorway to the north. Welcome to the Land of the Dead.



CHAPTER 18

EPISODE 10: THE LAND OF THE DEAD

INTRODUCTION

MAIN QUEST

- ♣ Recover the Orb from its resting place in Hecubah's lair.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Gargoyle
- ♣ Ghost
- ♣ Lich
- ♣ Lich Lord
- ♣ Mechanical Golem
- ♣ Necromancer
- ♣ Skeleton
- ♣ Skeleton Lord
- ♣ Vile Zombie
- ♣ Zombie
- ♣ Vampire Knight (Exp. 90,000–120,000)

QUEST AND CONTINUATION ITEMS

- ♣ Gold Key
- ♣ Ruby Key
- ♣ Sapphire Key
- ♣ Orb of Oblivion

SECRET AREAS

- ♣ 8

SHOPS

- ♣ None



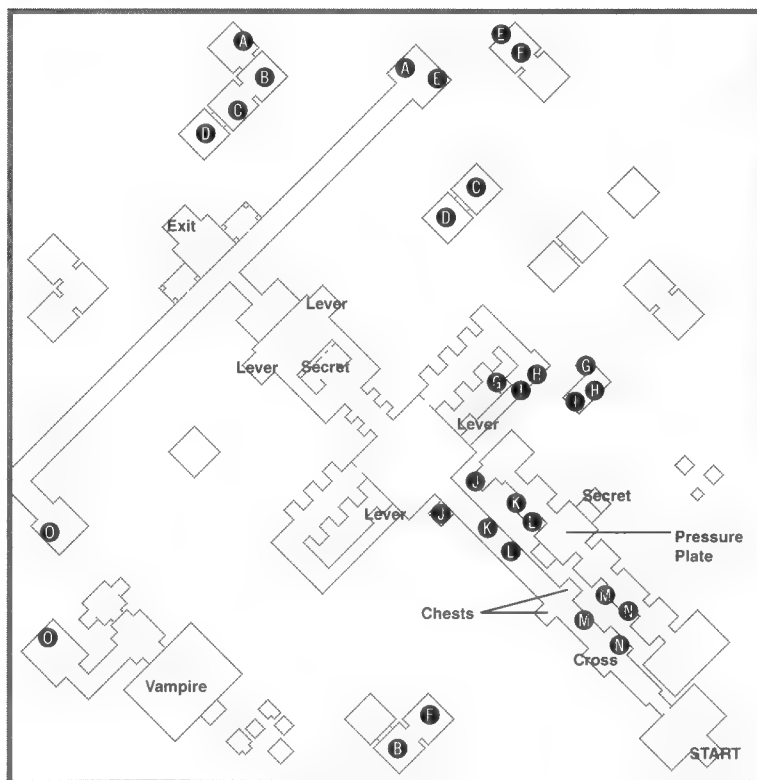


Fig. 18-01. Map A.

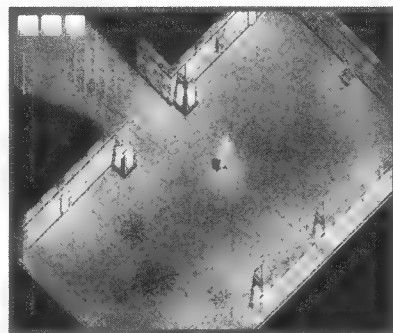


Fig. 18-2. Open the chest here to start your underground trek.



TIP

YOU CAN ALSO USE THESE SWITCHES TO IMPALE ZOMBIES WHO WALK ACROSS THE RETRACTED SPIKE BEDS. REMEMBER TO SET FIRE TO ALL OF THE BODIES OR THEY'LL COME BACK.

WALKTHROUGH

Begin north through a door and into a long hallway with crumbling floors. Drop down into the room below.

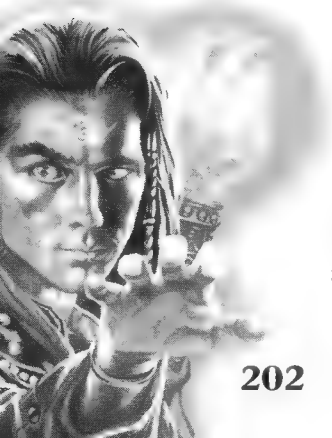
The single chest holds a Titan Gold Great Sword of Embers. Pull the switch on the wall to lower the first set of spikes to the north—you'll pull similar switches along the hall to open your way.

To the north, a large room with four Mana obelisks features a pressure plate in the center. If a monster steps on the plate, side walls open to release several angry Skeleton Lords, Zombies, and Vile Zombies.



NOTE

IF YOU FIND ALL THE SECRETS IN THIS EPISODE, YOU'LL HAVE A FULL SET OF DIVINE DIAMOND PLATE ARMOR OF HEALING.





SECRET AREA

Enter the east room opened by the pressure plate and crack the east wall to reveal two chests: one with Divine Diamond Plate Leggings of Healing and one with a Mighty Iron War Hammer of Electrocution.



Fig. 18-3. Here you find the first pieces of a full set of this armor.

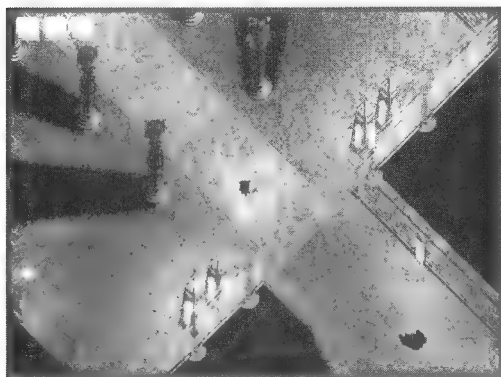


Fig. 18-4. The column room.

Continue north and ascend the elevator to the west. As you arrive, a large room adorned with columns sits to the north.

Backtrack for a moment. Tread lightly south along the hallway (watch for Gargoyles, arrow trap pressure plates, and collapsing floor tiles) to solid ground in a pair of alcoves to the east and west.

The chest in the east alcove has a Titan Titanium Sword of Fire and Force and the one in the west alcove has Shuriken of Flame and Collision. Return to the column room.

The western sarcophagus in the column room contains Shuriken of Flame and Collision. Since the exit to the north is blocked, you'll have to find another way out.

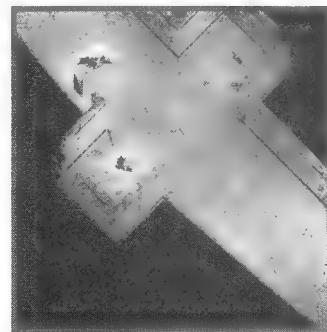


Fig. 18-5. These alcoves offer solid ground and big discoveries.

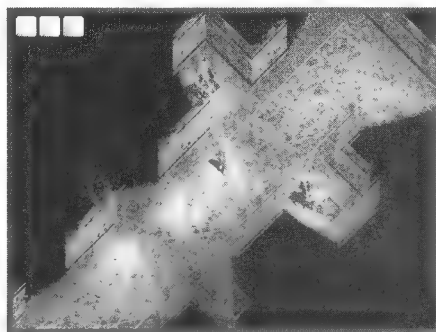
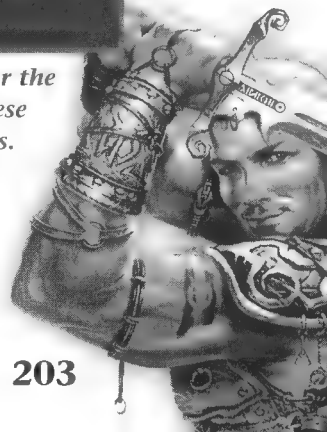


Fig. 18-6. Don't stand near the holes in the wall when these Lords step off their triggers.

Go first through the eastern doors. Note the arrow traps on the





walls. Where are the pressure plates? As you travel down the hall, three sets of Skeleton Lords burst from the alcoves to the north and south. They were standing on pressure plates; when they step off, all of the arrow traps in the hall fire—don't be in front of one of these traps when the Lords burst out at you. At the end of the hall, turn south.

As you stroll down this hall, stone blocks from the north advance toward you. Run down the hall and jump over a set of spikes to a pressure plate. Don't worry too much about the Skeleton Lord since he will probably impale himself on the spikes.

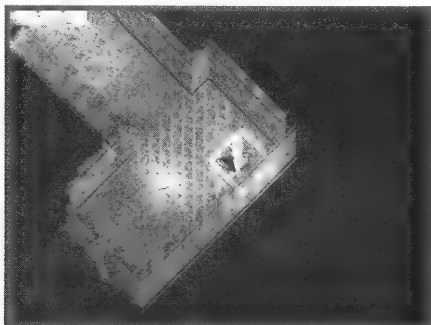


Fig. 18-07. *Leave something heavy on this pressure plate.*

Did you hear that click? That was the door to the west unlocking. If you jump off this plate, the door immediately locks. Jump over the spikes, grab the Lord's Kite Shield, and drop it on the plate. It keeps the plate depressed so you can use the door.

SECRET AREA

From the room of spikes, follow the blocks as they retract north. Duck into the pass to the west until they start south again. Hop into the alcove to the north to find a chest with a Grand Gold Battle Axe of Collision and the Leech. Get out of the alcove before the blocks return.

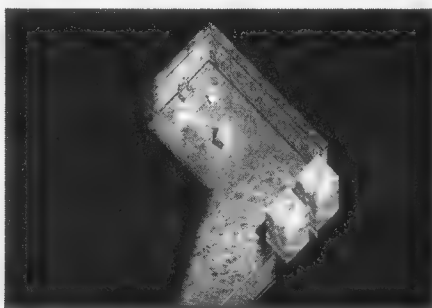


Fig. 18-8. *Don't get crushed as you access this secret.*

Open the door to the west and Tread Lightly over the breakaway tiles (Vile Zombies and a return elevator wait below) to a lever that opens the western door in the column room and starts the sequence to open the blocks covering the northern passage. Return to the column room.

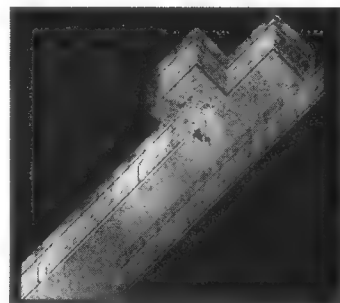


Fig. 18-9. *This switch, and one just like it on the other side, open the way.*



Enter the western door. This hall functions the same as its counterpart (except for the spike puzzle). Pull the switch and return to the column room.

SECRET AREA

As soon as you pull the second switch, run back to the column room and up the north opening. You should catch up with the block. Pause only to fight off Gargoyles. When the stone edges into the room to the north, run around to the north of the stone and into a small building before the block is fully in place. Your reward for this bit of physical exertion is a Divine Diamond Plate Helm of Healing. Snipe through the windows at patrolling Gargoyles. To leave, approach the wall to the east where a hidden panel reveals the exit.

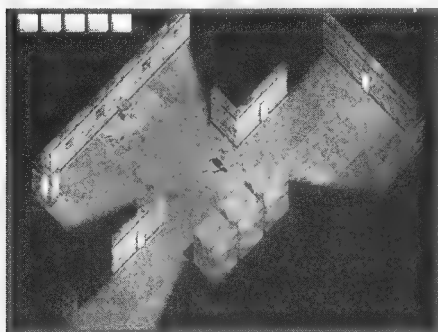


Fig. 18-10. Get in front of the retracting blocks or this Secret Area will be forever closed.

Move north through this room and pull both levers to the east and west. The wall to the north opens, but a Necromancer arrives to prevent your departure.

Proceed north to a T-intersection. The doors to the north (one fronted by a red rug and the other by a gold rug) are locked.



Fig. 18-11. The colors of the rugs correspond to the colors of the keys.

First go west, fighting Gargoyles and avoiding arrow trap pressure plates. Turn south and scurry down the stairs. Open the sarcophagi for a pair of Mighty Plate Boots of the Dragon's Claw and a Mighty Titanium Great Sword of Collision and Embers.

Follow the hall south and east to a room with a statue, four Mana obelisks, and hidden wall panels that reveal passages leading north and south. Behind the north wall, a gaggle of Gargoyles await, some sniping through windows to the east and west. Reach through the windows to get Shuriken of Flame and Collision.

Go back to the four-obelisk room and go through the southern wall. When you approach the sarcophagus, a Bat flies out. When you attack, it transforms into a Vampire Knight. The basic tactic against him is to strike, run, turn, and attack—if he gets more than the briefest moment, he'll land a strong attack and heal



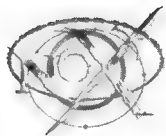


Fig. 18-12. I've come to suck your blood!

himself. After you've defeated the Vampire Knight he turns back into a Bat. Kill the Bat, pick up the Ruby Key and collect the Vampire's belongings: a Mighty War Hammer of the Leech, a Mighty Cloak, Sturdy Plate Boots, Leggings, Plate Arms, a Cloak, and a Breast Plate of the Dragon's Scale.

Return to the T-intersection. Enter the red door and push the stone block onto the pressure plate for the first part of the door-unlocking sequence.

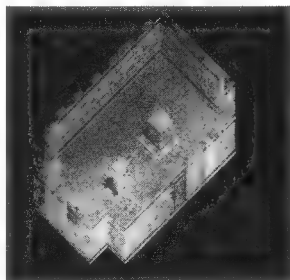


Fig. 18-13. Both plates must be depressed for the way to open.

Leave the red switch room and go east, stepping around arrow trap pressure plates. Step onto the teleporter to begin the teleporter maze.

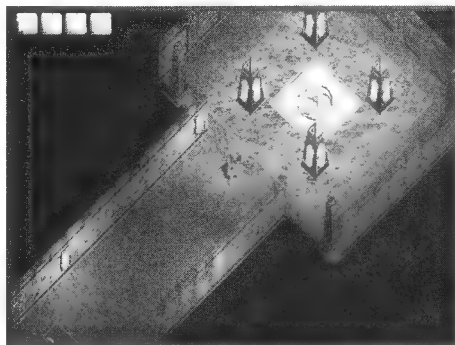


Fig. 18-14. The teleporter maze begins here with step 1.

Immediately fight a Necromancer. Other monsters will be running the teleporter circuit in search of you, so you'll have them to contend with as well.



NOTE

THOUGH THERE ARE SEVERAL TELEPORTERS IN THIS MAZE, YOU NEED ONLY CONCERN YOURSELF WITH A FEW. READ ON TO FIND OUT WHICH ONES ARE IMPORTANT TO YOU.

Once you've done your business with the Necromancer, step onto the same teleporter on which you arrived.

Next, walk one room west (you'll see blue tapestries on the wall) and step on the teleporter.

This room is home to four Mana obelisks and a chest on a pressure plate. As you approach the chest, a room to the north opens and a Gold Key pops out. To leave the maze,



Fig. 18-15. Step 2.

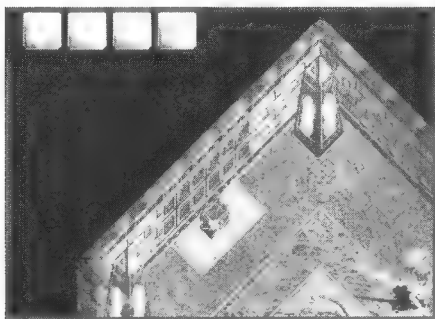


Fig. 18-16. Step 3.

take the key and go north onto the teleporter which takes you back to where you began. This time around, let's go treasure hunting.

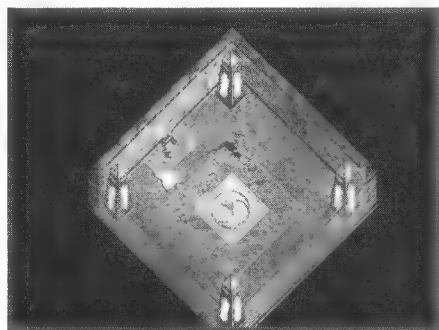


Fig. 18-17. Step 4 is optional . . .

Enter the blue tapestry room to the west and use the teleporter. Go west through a hidden door and open a chest for a Divine Cloak of Healing.



Fig. 18-18. . . and so is step 5.

Step on the teleporter near the chest and move two rooms (through hidden doors) to the east. Go north and step on the teleporter to exit the maze.

Return to the T-intersection and enter the gold door. Push the block onto the pressure plate to complete the door sequence. Leave the gold room.

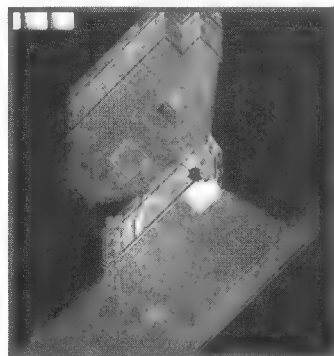


Fig. 18-19. This plate completes the door sequence.





Trek north through the new opening. A chest in the middle of the room holds your first Chackrum. Note the Force Orbs that push you away if you touch them (and often into more harmful objects). Exit upstairs to the north.

To the north, find a lever on the room's central pillar. Pull it to lower the walls, releasing Skeleton Lords and a Lich. When the room is clear, pull the switch on the north wall to open the door.

Turn the corner west through a door. As you approach a room full of Vile Zombies, walls behind you open to release more of the same. Run back to the room to the east and let loose with Fire Shuriken.



TIP

IF YOU BECOME OVERWHELMED, TOSS YOUR CHACKRUM TO KNOCK THE ZOMBIES DOWN, THEN TAKE A BREATHER WHILE THEY RESURRECT.

IN THE HIDDEN ZOMBIE ROOMS, BREAK OPEN THE COFFINS FOR SHURIKEN OF FLAME AND COLLISION.

SECRET AREA

In the southern Zombie ambush room, shatter the western wall and creep down the passageway. Battle the Gargoyles patrolling this secret tunnel and launch Shuriken of Fire into the room to torch any leftover Zombies from earlier. A chest here contains Shuriken of Flame and Collision.

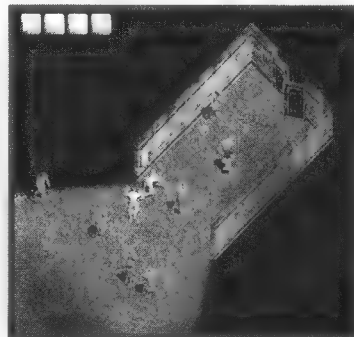


Fig. 18-21. Go back to this room to find a secret.

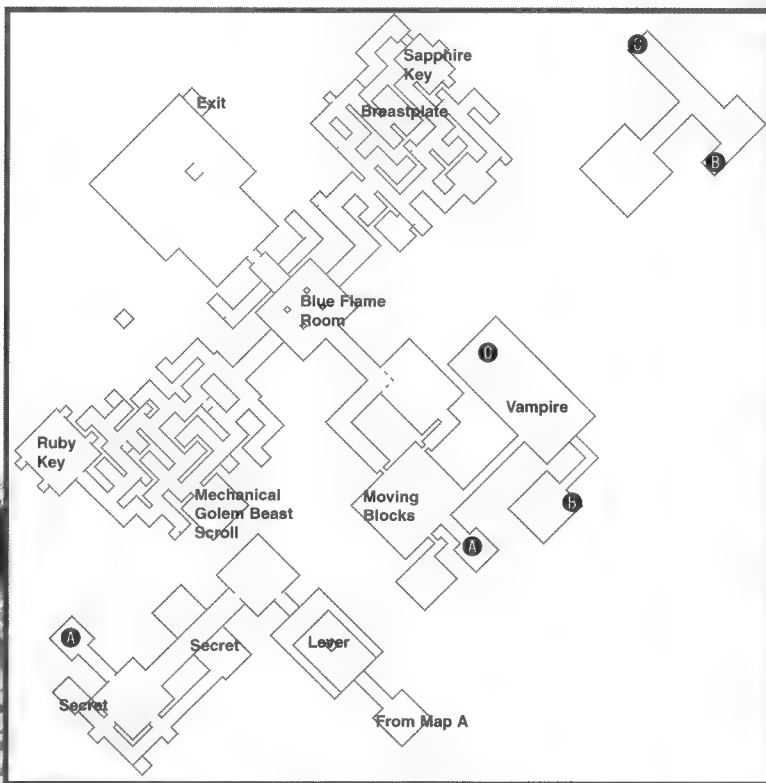
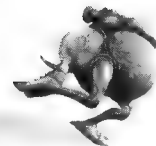


Fig. 18-20. Map B.



At the north end of the passage, a Secret Area is locked. To access it, you must do something much later on this map. We'll come back here when the secret is accessible.

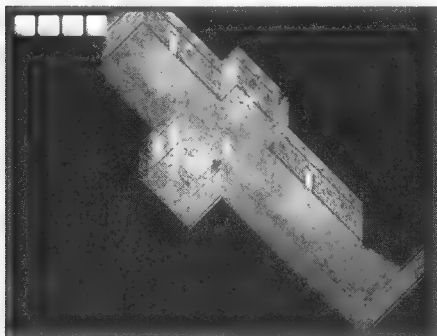


Fig. 18-22. *Come back here later.*

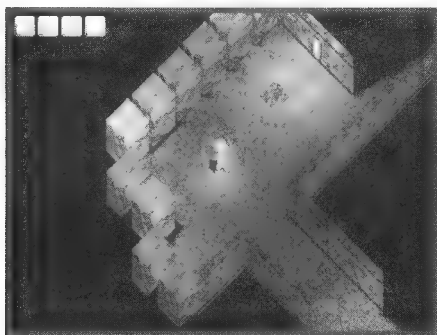


Fig. 18-23. *You must get the right combination.*

From the Zombie room, go north to an elevator and through a door. To get to the tunnels off this room, you must move the stone blocks around and onto the floor plates. Press the switches in the following order:

1. Southeast
2. Northeast
3. Southeast
4. Northwest

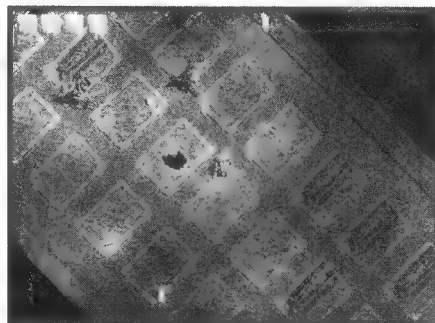
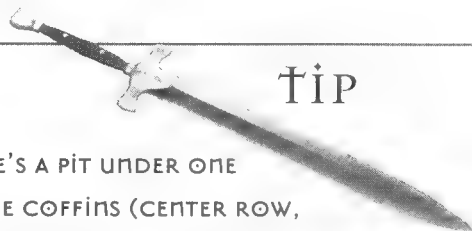


Fig. 18-24. *Find the pit to ditch your Vampire foe.*

You can now access the door to the north, but first go east to a room filled with coffins. The Bat becomes a Vampire Knight when you attack.



TIP

THERE'S A PIT UNDER ONE OF THE COFFINS (CENTER ROW, THIRD FROM THE NORTH). TRY TO GET THE VAMPIRE TO FALL INTO IT. JUST REMEMBER, HE WILL EVENTUALLY FIND HIS WAY BACK UP.

Pick up the Vampire's goods and tend to the other coffins in the room. Some contain Skeleton Lords or Vile Zombies. Others hold items: Gargoyle Beast Scroll (southeast corner), and Shuriken of Flame and Collision (east row, fourth from north).





PRIMA'S OFFICIAL STRATEGY GUIDE

Drop into the room below and explore for Shuriken of Fire and Shuriken of Flame and Collision. Seek the elevator in the southwest alcove and ride it up. Go east and north to return to the coffin room.

Return to the moving block room and enter the door in the southeast corner. Zombies and Vile Zombies defend a coffin in the center. It contains a pair of Divine Diamond Plate Boots of Healing.

Go back to the moving block room and bear east through the door in the northeast corner. Toss Chackrum into the room to clear out Gargoyles, and step inside. Smash the coffins for Shuriken of Flame and Collision.

Backtrack one last time to the moving block room and go north, avoiding the arrow trap plates on the floor.

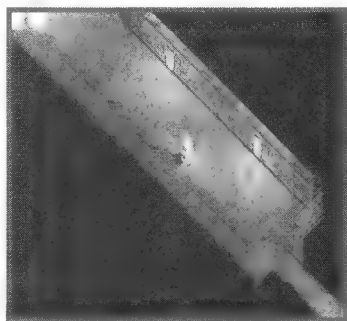


Fig. 18-25. *One last corridor.*

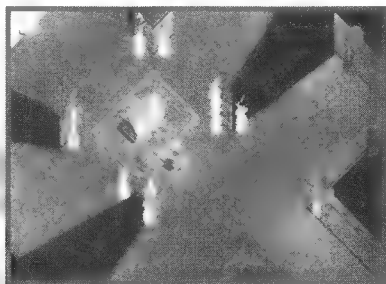


Fig. 18-26. *The blue flame room.*

You arrive at a room lit by blue flames. A Mechanical Golem is trapped behind a magic wall to the north. To release it, approach the sarcophagus in the center of the room. (It contains Chackrum of Embers and Collision.)



Fig. 18-27. *Mechanical Golems don't go well with electricity.*

The Mechanical Golem is much faster than the Stone variety, but the strategy is the same and quite obvious: don't let him touch you. Use weapons enchanted with Lightning in order to inflict additional Shock Damage.

When the creature is scrapped, Gargoyles burst out of side rooms to the north. Head into each of the passages from whence they came, and walk to the end. Look

through the windows to fire Shuriken at distant buttons. When both buttons are depressed, the halls east and west of the blue flame room will be accessible.

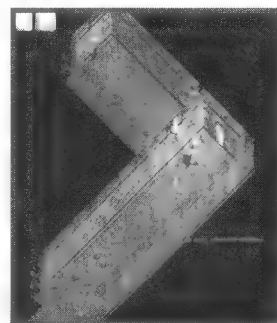


Fig. 18-28. *Fire at a button in each room.*



Fig. 18-29. *The entry to the eastern maze.*

Go east, arming your Chackrum to kill Gargoyles. Follow this path until it opens onto a T-intersection. Explore south first.

When you approach, a hidden door lowers to release a Mechanical Golem. Lead him back into the blue flame room to finish him. Inspect the Golem's room for a Shuriken, accessible through a window.

SECRET AREA

Opening the hidden door to the Mechanical Golem allows access to that Secret Area earlier on the map. Return there now.

SECRET AREA

Retreat back to the previous Secret Area (at the Zombie ambush). As you approach the previously locked door (a hidden portion of the wall), it drops to reveal a Ghost and a chest with Chackrum of Fire and Collision. To the south is a Mechanical Golem. Defeat it and return to the blue flame room.

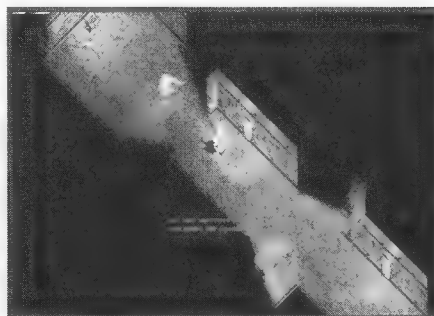


Fig. 18-30. *Go back to this area for a fierce fight with big prizes.*

Return to the T-intersection and go north, east, north, and east again. Then take the first passage south. The room to the east is illuminated by blue flames and sports a sarcophagus with a Titan Titanium Breastplate.



Fig. 18-31. *Find the Sapphire Key here.*

Crawl back to the north end of the maze and through the breakable wall to the east. The passage turns south to a window

through which a Gargoyle fires. Kill it and break the wall. Open the sarcophagus for a Sapphire Key.





PRIMA'S OFFICIAL STRATEGY GUIDE

Reach through the window to the south to obtain an Iron Ogre Axe of Force. Retrace your steps back to the blue flame room.



Fig. 18-32. The western maze.

Enter the western maze. At the T-Intersection go south, west, south, west, and south again to a room with blue fire, four obelisks, and a sarcophagus. (It contains a Mechanical Golem Beast Scroll.) Emerge to the north and take advantage of this new Scroll immediately.



Fig. 18-33. Your Ruby Key.

From this room, go west, north, west, south, west, north, west, and north. This room with stone and Mana obelisks hosts the Ruby Key. Take it and return to the blue flame room.

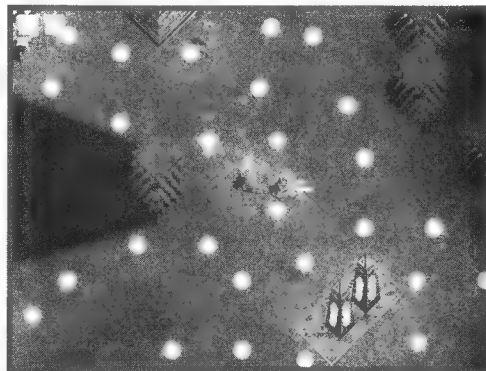


Fig. 18-34. Don't get bounced into the spike blocks.

Advance through the huge gates to the north to a room filled with Force Orbs. Search the room for a Titanium Kite Shield of Anti-Shock (corner of west wall) and flip the switch in the northwest corner. Ascend the stairs in the northeast corner to exit.

SECRET AREA

From the staircase, bust open the wall to enter a narrow passage. Break another wall to confront Gargoyles and jump onto a teleporter. Jump over pressure plates and walk directly to the center of the room—don't stray or you'll fall through the floor, probably onto spikes. Step on the next teleporter to battle a Lich in very close confines. His chest brandishes a Divine Diamond Breast Plate. Take the teleporter back to the starting room.

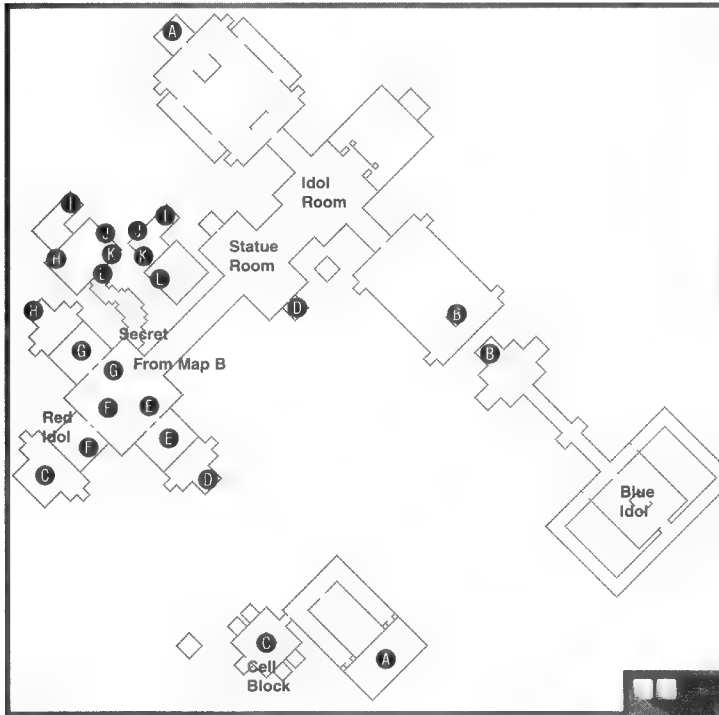
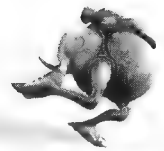


Fig. 18-35. Map C.



Fig. 18-36. Follow the path behind this wall to a dangerous secret.

Head east down the hall—be on the lookout for arrow trap triggers on the floor—to a narrow room with a statue in the center.

The door to the south leads to a teleporter and a fight with a Lich. Boost the chest for a

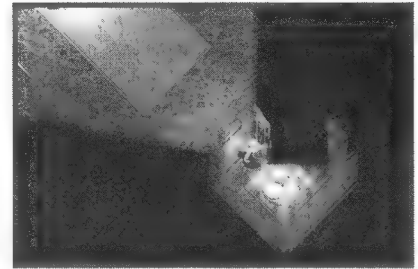


Fig. 18-37. The southern closet keeps a teleporter.

Grand Silver Great Sword of Shock and Collision. Take the teleporter back to the starting room and return to the statue room.

In the next room east, fight another Vampire Knight, then continue east.



Fig. 18-38. Find a way to disable the Sentry Rays.

Sentry Rays block your path east and north. On the floor in front of you are two bases for the display of idols (one illuminated in red, the other in blue). The hall to the south is accessible.



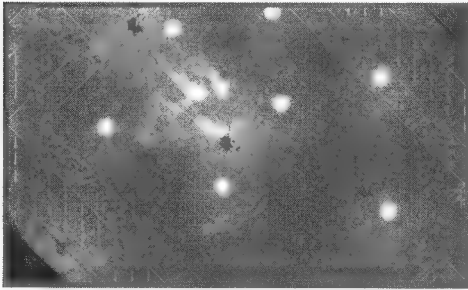


Fig. 18-39. *The environment is almost as dangerous as the competition.*

Go south to a large room with spikes around the outside and Force Orbs inside. You must fight a speedy Necromancer and Gargoyles. The Necromancer summons Shades unless you interrupt him with a War Cry. Berserker Charges are not advisable here. Do, however, use your best impact weapon—it throws its victims into the Force Orbs. After the fight, the walls ascend to reveal an elevator. Ride it up.

Gargoyles attack immediately. The chest to the south has Chackrum of Stunning.



Fig. 18-40. *Shoot through this window to hit a button and the idol is yours.*

Plow down the long hall south to an intersection. The door to the south is locked, so go

either way, but beware the pressure plates. Look through the window to the north and use a Shuriken to press the red button. Go in through the previously locked door.

Approach the Blue Idol. As you grab it, move away to dodge a booby trap arrow. Pass through the blue flames in the center of the room to flip a switch, disabling one of the Sentry Rays to the east hall.



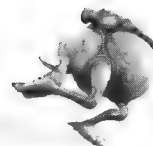
Fig. 18-41. *You can now go north.*

Go back to the idol room and place the Blue Idol in the blue-lit base to disable the Sentry Ray to the north door. Go through the north door to find a Grand Iron Sword of Impact.



Fig. 18-42. *Let the rotating ray do the work for you.*





A Sentry Ray circles the room and two Mechanical Golems hide behind a wall to the north. Time the beam and run around to the north to draw the Golems out. You can get them to bumble into the Force Orbs and die in the ray. Go around to the north and pull the switch, disabling the Sentry Ray that blocks the northern exit.

Through the north door and up the stairs, pull a lever on the wall and fight Gargoyles and a Lich. Advance north and clear out the passage. When you're finished, go through the western door.

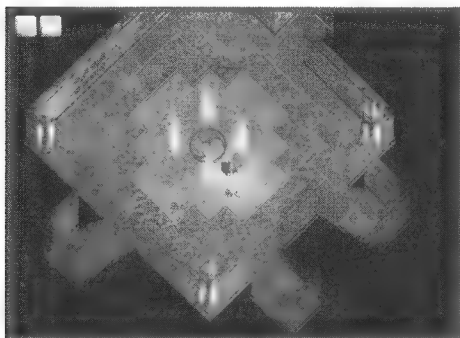
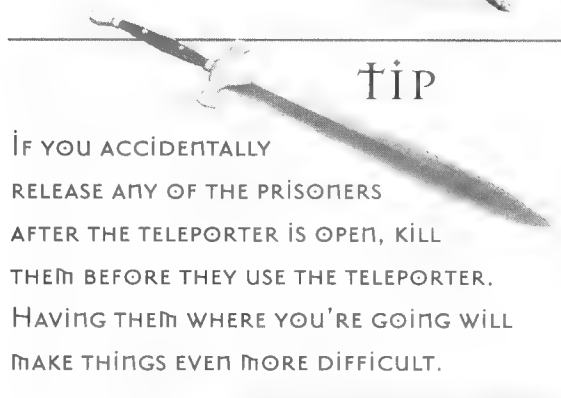


Fig. 18-43. Keep everyone behind bars by fighting the Lich in another room.

This room is inhabited by one free-range Lich and four cages with imprisoned Liches and Necromancers. There are four plates on the floor, each corresponding to a cage. If you step on any plate, it will open one of the cages. The walls around the center of the room hide a teleporter—it's available when you kill the free Lich.

Draw the free Lich back into the previous room and fight it there. Next, enter the cell-block and step onto the teleporter without touching any of the plates.

A Mechanical Golem stands between you and the Red Idol. When you're victorious, the



TIP
IF YOU ACCIDENTALLY
RELEASE ANY OF THE PRISONERS
AFTER THE TELEPORTER IS OPEN, KILL
THEM BEFORE THEY USE THE TELEPORTER.
HAVING THEM WHERE YOU'RE GOING WILL
MAKE THINGS EVEN MORE DIFFICULT.

wall to the east lowers so you can claim the Red Idol. Step onto the teleporter and head east to the idol room.

Place the idol to shut off the second beam to

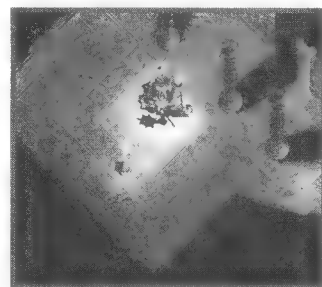


Fig. 18-44. This monster isn't going to keep you from the Red Idol.



Fig. 18-45. Place the second idol to advance.

the east. Your reward is a pair of Liches. Pull both levers to open the wall to a staircase.



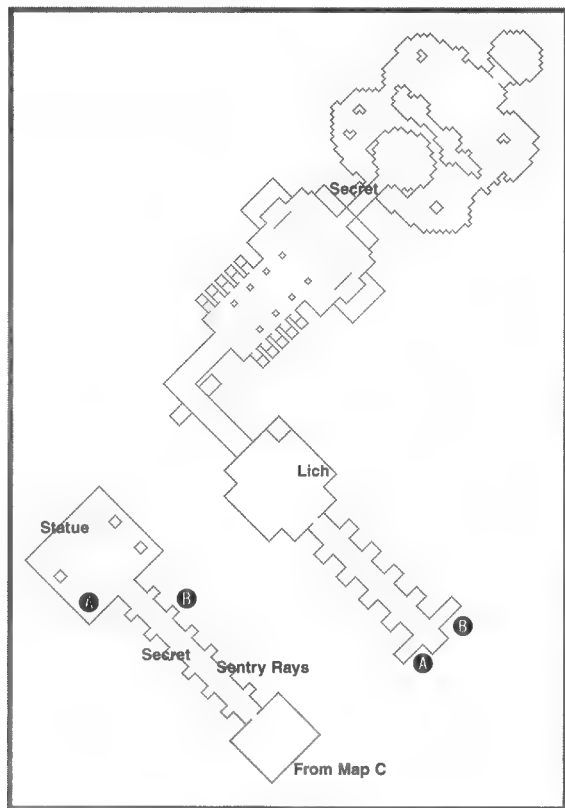


Fig. 18-46. Map D.

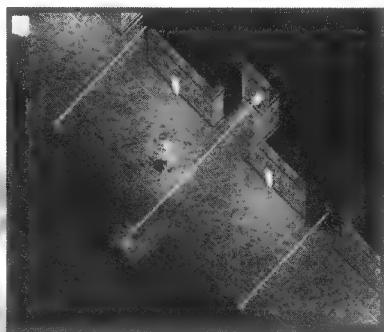


Fig. 18-47. Get behind one of these rays and follow it up the hall.

From the top of the stairs, march north to a hall with advancing Sentry Rays. Avoid them to reach a room with a huge statue inside.

SECRET AREA

Step quickly into the fourth ray alcove on the west. A chest holds Divine Diamond Plate Arms of Healing. Get out before the ray returns.



Fig. 18-48. Raid this chest fast or you're toast.

As you approach the statue, two Liches materialize. When you're done with them, you get two more.

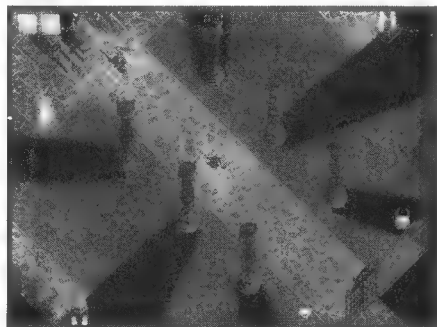


Fig. 18-49. War Cry to minimize the damage of the Force of Nature Staff.



Descend to the lower level via either elevator. Trudge north through a gate to face the Lich. This super Lich is equipped with a Force of Nature Staff, a weapon that produces deadly green balls. Fortunately, the balls move very slowly. Although you cannot War Cry to stop the Lich from launching these projectiles, you can do it to break them up into less harmful mini-balls. The Lich also summons Ghosts and casts Meteor and Slow.

When the Lich expires, you can take his Force of Nature Staff but it won't be of much use to you right now.

Proceed north down the column hall and turn east. Spike blocks prevent your return.

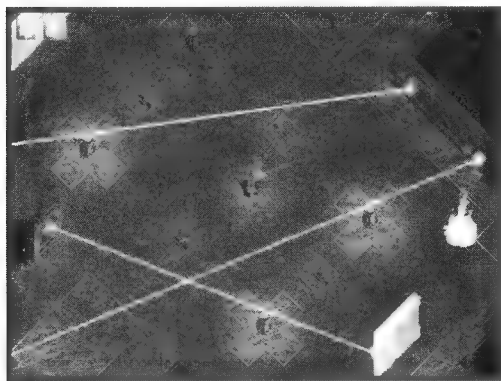


Fig. 18-50. You need to activate six switches to clear this room.

An array of Sentry Beams circle the room. Pull all four switches to shut off one of the rays and drop a wall hiding a fifth switch. Hit it to open walls to the north and south, each with a Lich and a Mechanical Golem.



TIP

SELECTIVELY TURN BEAMS BACK ON TO HELP YOURSELF FIGHT THE LICHES AND GOLEMS. SEVERAL GARGOYLES COME TO LEND A HAND. WHEN ALL MAJOR ENEMIES ARE GONE, A SIXTH SWITCH IS EXPOSED. USE IT TO OPEN THE PASSAGE TO THE EAST.

SECRET AREA

Halfway up the pass, break open the north wall to reveal a Divine Diamond Kite Shield of Healing. You should now have the full set.

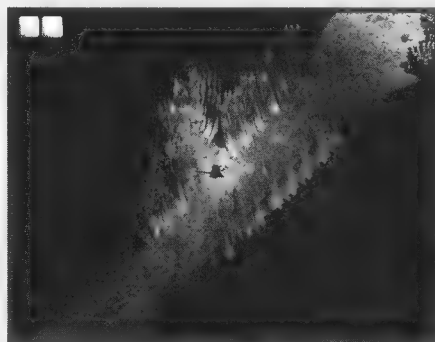


Fig. 18-51. On the way out, stop to find this final piece of your Divine Armor.



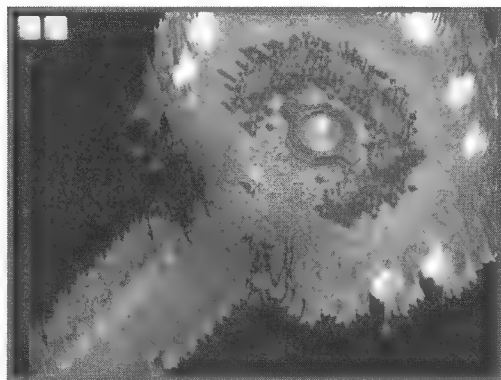


Fig. 18-52. Get the Orb to complete the Staff of Oblivion.



Fig. 18-53. The Staff will make short work of this crowd if you keep it charged.

Enter the Orb room and snatch the Orb of Oblivion. This brazen act of thievery brings forth Hecubah. She leaves her minions to deal with you.

Though their numbers seem overwhelming, you can handle the entire army of Skeleton Lords, Zombies, Vile Zombies, Gargoyles, Liches, and Mechanical Golems by using the

fully assembled Staff of Oblivion. Hold the Action button, and powerful lightning jumps between every enemy in sight. Afterward, you must, however, recharge the Staff at Mana crystals several times.

You can end the episode any time by exiting to the east.



CHAPTER 19

EPISODE II: BATTLE IN THE UNDERWORLD

INTRODUCTION

MAIN QUEST

- ♣ Defeat Hecubah.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Demon Lord
- ♣ Ember Demon
- ♣ Gargoyle
- ♣ Hecubah

QUEST AND CONTINUATION ITEMS

- ♣ None

SECRET AREAS

- ♣ None

SHOPS

- ♣ None



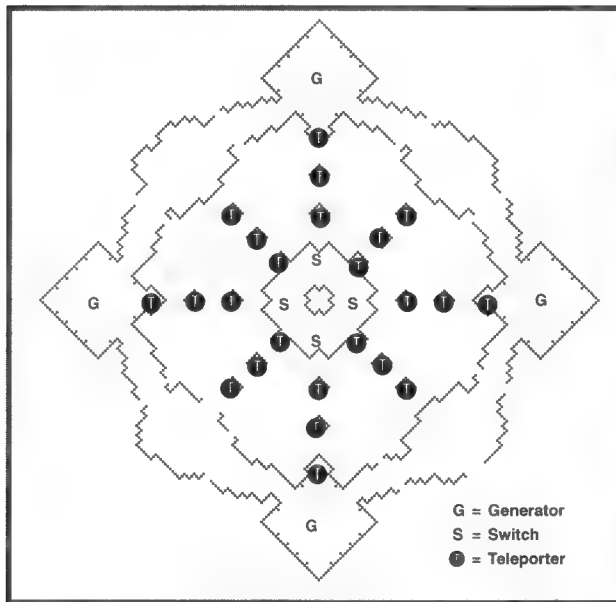


Fig. 19-1. Map A.

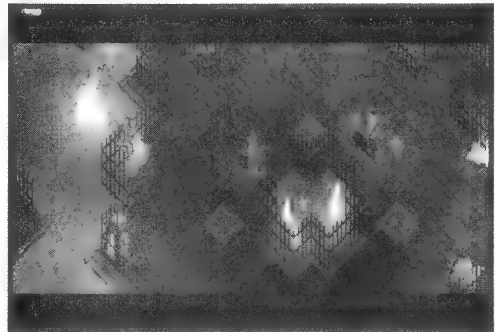


Fig. 19-2. The center platform is the starting point for the teleporter chain.

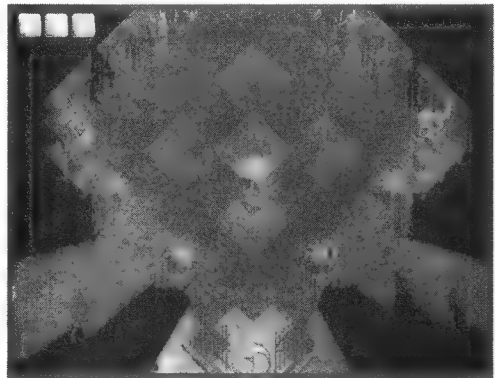


Fig. 19-3. These floor switches control the Health Potion generators.

WALKTHROUGH THE ARENA

Your final battle with Hecubah takes place in a tight circular arena with an intricate teleporter system.

There are four teleporters on the central platform. Each takes you out to the next ring of teleporters until you reach the outer track of the arena. Four teleporters on the outer track lead back to the center.

Also on the central platform are four floor switches. These switches control a Health Potion generator in each corner of the outer track. To work these generators, pick up any potions you see and travel to the center. Press the corresponding floor switch (it will be dimmed when deactivated) to summon another potion.

When you have nine potions in your inventory you cannot carry any more, but you can create a surplus. To do this, push potions off the generators and go to the



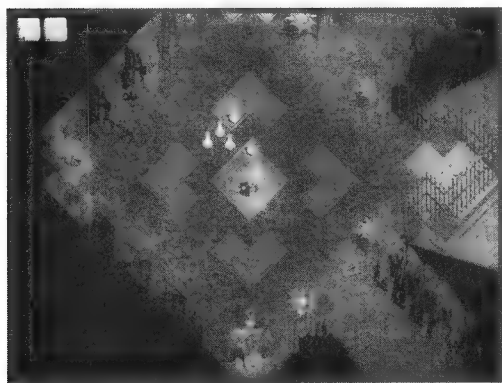


Fig. 19-4. Create a stockpile of Health Potions by pushing them around.

center to generate a new one. Having this surplus built up allows you to pick them up on the run without going through the generating procedure.

HECUBAH'S ASSISTANTS

Hecubah is helped by several Ember Demons and Demon Lords. She summons them periodically, but there is a limited number you will see; at some point, they'll dry up.

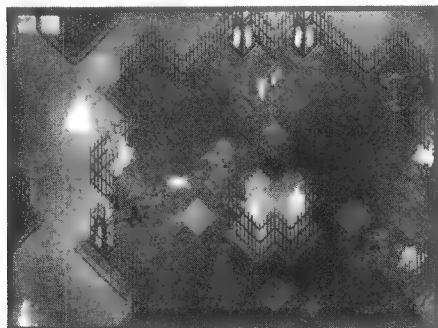


Fig. 19-5. Demons are summoned to wreak havoc.

HECUBAH

The evil Necromancer is armed to the teeth with powerful magic. She can cast Lightening, Confusion, Blink, Force Field, Invisibility, and Missiles of Magic. She can also cast healing spells on herself if she's given time and conjure Ember Demons and Gargoyles.

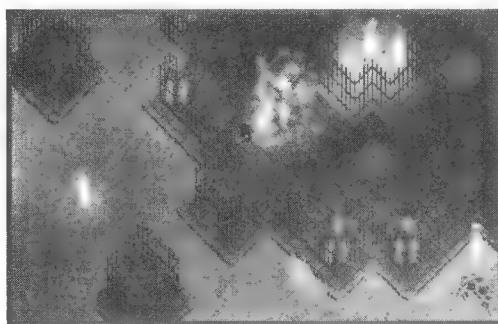


Fig. 19-6. A sample of Hecubah's magical arsenal.

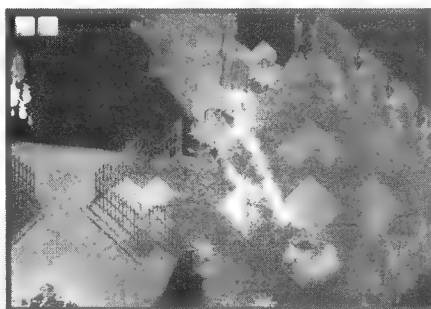


Fig. 19-7. Death Ray—your only hope is to block it.

Hecubah's strongest weapon is her Death Ray spell, a potent beam that can reduce a healthy Warrior to dust in one shot.





Though it can be blocked with a Shield (only), it fires with incredible speed. On the up side, Death Ray shots must be precise, so you can usually avoid it by staying in motion.

When Hecubah's Health drops below a certain level, she will switch from hunting you to retreating from you. In this mode, she will stay on the move constantly. This makes her very hard to pin down and gives her plenty of time to cast healing spells.

- ♣ When Hecubah begins retreating, stay on the middle platform. She cycles through fairly often; be ready to strike quickly.
- ♣ If you like to be very aggressive, you can follow Hecubah through her Blinks. Walk into the teleport wake to follow her to her next destination. Immediately attack when you arrive there.

STRATEGIES

- ♣ The Staff of Oblivion is an impressive weapon, but it has a diminished effect on Hecubah. Still, if properly used, the Staff can wear her down gradually.
- ♣ Use War Cry to disable spell casting or cancel summoning.
- ♣ Select your best Great Sword and lean on the combination of Berserker Charge and Sword attack. War Hammers are not a good idea given their lack of blocking ability.
- ♣ Harpoon works well as a set-up for a Sword attack but requires precise aim, especially considering Hecubah's speed.



CHAPTER 20

THE CONJURER'S TALE

You've already read much about the Conjuror, *Nox's* most subtle class, and the intricacies of harnessing the forces of nature. This introduction will refresh you on the most important points and offer a quick reference as you hurtle into the adventure of *Nox*.

EPISODES

The Conjuror's Tale is divided into eleven episodes. Several of the episodes are unique to this campaign in both name and substance. Others have the same titles for all characters, but there will be differences ranging in degree from minor to radical. Don't assume that just because you've been there, you know what you're doing.

The Conjuror episodes are:

1. Shortcut to Ix
2. Aldwyn the Conjuror
3. Rescue at the Mana Mines
4. Beneath the Field of Valor
5. Ogre Raid at the Hamlet of Brin
6. The Halberd of Horrendous
7. The Heart of Nox
8. The Weirdling
9. Journey through the Dismal Swamp
10. The Land of the Dead
11. Showdown at Grok Torr





QUESTS

Each episode contains one or more main quests and can also offer optional sub-quests. You must finish the main quests to go on to the next episode, but sub-quests can be ignored (though there are often valuable rewards and Experience to compensate you for your trouble).

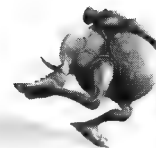
To save Nox as a Conjurer, you must triumph over the following quests. (Optional sub-quests are marked with a *.):

- ♣ **Episode 1:** Make your way to the Village of Ix.
- ♣ **Episode 2:** Find Aldwyn and join the Conjurer's ranks.
- ♣ **Episode 2:** Charm and banish the spiders in the mayor's home.
- ♣ **Episode 2:** Win the archery contest. *
- ♣ **Episode 2:** Recover the Bridge Guard's boots from the Urchin den and return them to him. *
- ♣ **Episode 3:** Clear the Mana Mines of Beasts and rescue the five trapped mine workers.
- ♣ **Episode 3:** Recover Osborn's spectacles from the Bandit Camp and return them to him. *

- ♣ **Episode 4:** Investigate the Tomb of Valor for evidence of Hecubah's presence.
- ♣ **Episode 4:** Escape the Tomb of Valor.

- ♣ **Episode 5:** Recover the Amulet of Teleportation from the Ogre village of Grok Torr and return it to Horvath.
- ♣ **Episode 5:** Hecubah's forces have transformed Thavius' wife into a Wolf. Recover Thavius' magic staff and return it to him so he can return his wife to her natural form. *
- ♣ **Episode 6:** The Warrior Fortress of Dün Mir is under siege by undead. Fight your way to the throne room and recover the Halberd of Horrendous.
- ♣ **Episode 7:** Recover the Heart of Nox from the top of the Wizard's Tower.
- ♣ **Episode 8:** Obtain passage to the Temple of Ix from Aldwyn the Conjurer.
- ♣ **Episode 8:** Recover the Weirdling Beast from the Temple of Ix.
- ♣ **Episode 9:** Find Mordwyn's home in the swamp.
- ♣ **Episode 9:** Find the Ogre Outpost.
- ♣ **Episode 9:** Find the entrance to the Land of the Dead.
- ♣ **Episode 9:** Rescue Aidan the Wizard from the Ogre Outpost. *
- ♣ **Episode 9:** Save Cain the Conjurer in the wastelands before he is killed by Wolves. *
- ♣ **Episode 10:** Recover the Orb from its resting place in Hecubah's lair.
- ♣ **Episode 11:** Defeat Hecubah.





WEAPONS

The Conjuror can use the following weapons. Consult Chapter 3 for details on each weapon and its available enhancements.

- ♣ Wooden Staff
- ♣ Bow
- ♣ Quiver
- ♣ Crossbow
- ♣ Sulphurous Flare Staff
- ♣ Sulphurous Shower Staff
- ♣ Fireball Staff
- ♣ Force of Nature Staff
- ♣ Halberd of Horrendous
- ♣ Halberd with the Heart of Nox
- ♣ Halberd with the Heart of Nox and the Weirdling
- ♣ Staff of Oblivion

ARMOR

The Conjuror can use the following armor items. Consult Chapter 3 for details on each item and available enhancements.

- ♣ Shirt
- ♣ Pants
- ♣ Sneakers
- ♣ Medieval Shirt
- ♣ Medieval Pants
- ♣ Cloak
- ♣ Leather Helm
- ♣ Leather Armbands
- ♣ Leather Tunic
- ♣ Leather Leggings
- ♣ Leather Boots
- ♣ Leather Armored Boots
- ♣ Conjuror's Helm

SPELLS AND SKILLS

The Conjuror has a limited but stunningly powerful spell arsenal. What he lacks in variety he makes up for in simple effectiveness.

All spells are acquired from found and purchased spell books. Beast Scrolls are also either found while adventuring or bought in shops. The Conjuror gains his three defining abilities, conjuring, making bombers, and Summoning in Episodes 2, 4, and 8 respectively.

- ♣ Blink
- ♣ Burn
- ♣ Charm
- ♣ Counterspell
- ♣ Cure Poison
- ♣ Fist of Vengeance
- ♣ Greater Heal
- ♣ Infravision
- ♣ Inversion
- ♣ Lesser Heal
- ♣ Meteor
- ♣ Moonglow
- ♣ Pixie Swarm
- ♣ Poison
- ♣ Protect from Shock
- ♣ Protect from Fire
- ♣ Protect from Poison
- ♣ Slow
- ♣ Stun
- ♣ Summon Creature
- ♣ Tag
- ♣ Toxic Cloud
- ♣ Vampirism





THE WALKTHROUGHS

The walkthroughs that follow will take you through all the major details of each level. The directions will note monster types, important items (you'll know gold and potions when you see them without help), and the locations of Secret Areas.

The maps that appear in the walkthrough will display many of these same points along with landmarks to help you find your bearings if you get lost.

The headers to each walkthrough provide information for players who want to know what to expect but only wish to consult the guide if they're stumped. This information includes: quests, monsters, quest and continuation items (keys, etc.), the number of Secret Areas, and the names of the episode's shops.

The Conjurer is a man of nature; keep the elements on your side, your fingertips on the bow, and a gang of beasts at your heels, and you'll become a hero.



CHAPTER 21

EPISODE I: SHORTCUT TO IX

INTRODUCTION

MAIN QUEST

- ♣ Make your way to the Village of IX.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Bat
- ♣ Small Cave Spider
- ♣ Urchin

QUEST AND CONTINUATION ITEMS

- ♣ Silver Key

SECRET AREAS

- ♣ 4

SHOPS

- ♣ None



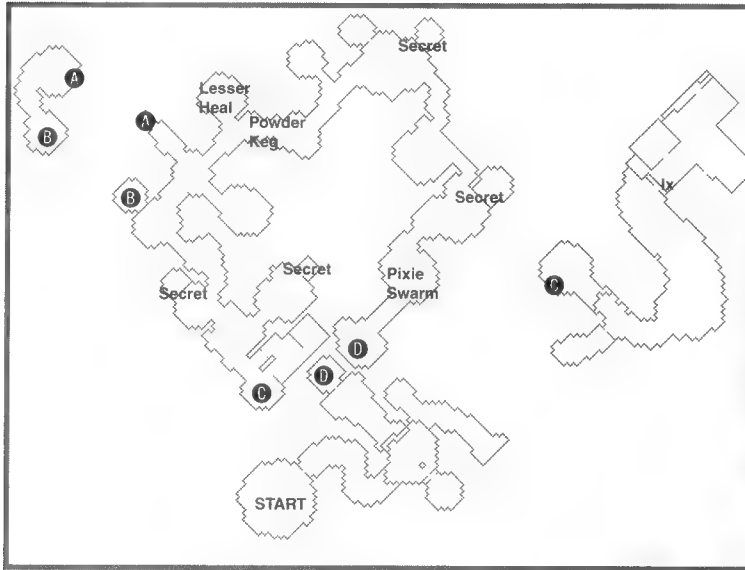


Fig. 21-1. Map A.

Go through the door, use the button to start the elevator, and descend into the mine. March east to the first chamber to find a spell book: Pixie Swarm.



Fig. 21-3. Pixie Swarm will be your most used spell.

WALKTHROUGH

Part company with the Airship Captain and enter the caves to the east. As you creep through the cave, rocks fall and a Grizzly Bear emerges from a room to the south. Fortunately, the rocks kill the Bear before he has a chance to maul you. Explore the unfortunate animal's den and continue north through the cave.

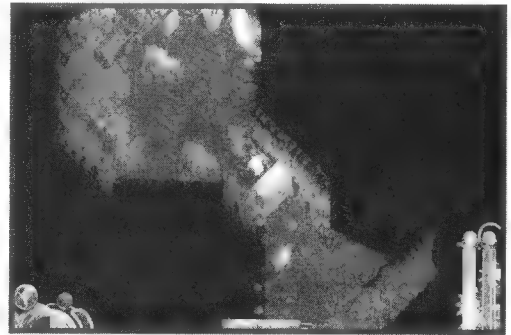


Fig. 21-4. Always know where the nearest Mana crystals or obelisk are.

Note the Mana crystals here—stand nearby to recharge your Mana supplies.

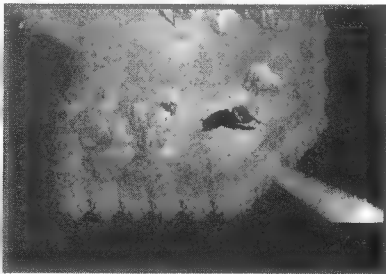
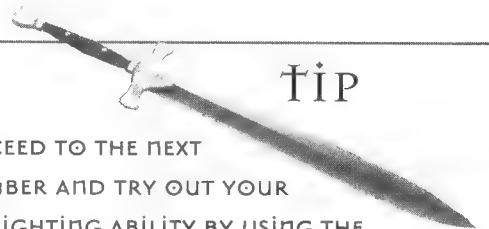


Fig. 21-2. No need to worry about this Bear.



TIP

PROCEED TO THE NEXT CHAMBER AND TRY OUT YOUR FIRE FIGHTING ABILITY BY USING THE WATER BARRELS TO DOUSE THE FLAMES.



SECRET AREA

Smash the eastern wall to unearth a Secret Area.



Fig. 21-5. A typical secret area. Note the odd texture of the wall.



TIP

INVOKE YOUR PIXIE SWARM WHENEVER YOU SEE AN ENEMY. IT'S GENERALLY A GOOD POLICY TO LEAVE IT ON CONSTANTLY, BUT YOU DON'T YET HAVE THE MANA CAPACITY FOR THAT.

Follow the cave as it turns north to a meeting with a Spider and a rock-hurling Urchin. The room to the north has a pair of Flimsy Leather Boots.

SECRET AREA

East of the Urchin, pulverize the wall to enter a Secret Area.

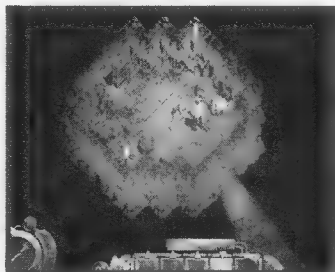


Fig. 21-6. So this is what the Urchin was defending.

Trudge west. Enter the north room by jumping over the crate. Return to the hall.



Fig. 21-7. Push the water barrels to make a path through the fire.

Further west, a row of powder kegs explode, blocking your path with a wall of fire. Jump over the flames or douse them with water barrels.

The next room to the north holds a Lesser Heal spell book. The main path ends at a locked door and open rooms leading north and south. The Silver Key to the door is in a chest to the south, but you won't need it if you veer north instead.

Push the boulder through the northward passage until you fall into a hole. Fight an Urchin, charge up your Mana, and collect gold

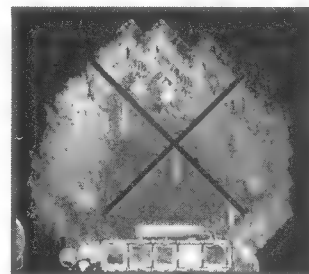


Fig. 21-8. A Book of Lesser Heal.





and a Flimsy Leather Tunic. Follow the passage around and push the button to activate an upward elevator.

Go south to find yourself on the other side of the locked Silver Key door. Follow the main path to the south.

SECRET AREA

In the Spider room, bash the north wall for a Secret Area.

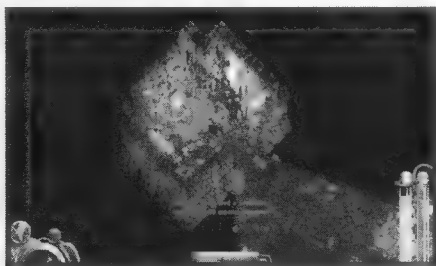


Fig. 21-10. Another Secret Area. Getting the idea?

As the path turns west, fight a Spider then jog to the south to fight a pair of Urchins. Enter the eastern side room to rummage through a bunch of barrels.

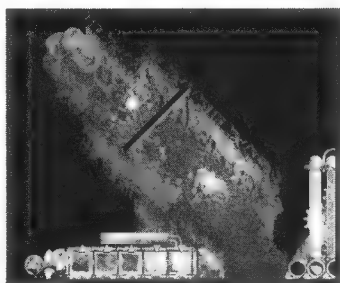


Fig. 21-9. Bypass the locked door by taking the north pass to a large boulder.

SECRET AREA

Shatter the eastern wall to uncover a secret stash of Flimsy Leather Armbands.

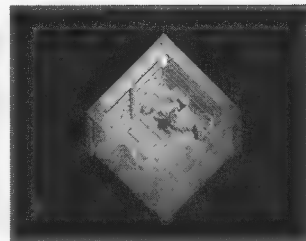


Fig. 21-11. Another piece of your basic armor is behind this wall.

The south-bound passage ends at an inactive elevator. Go east through the door to make short work of a Bat and a Spider. The chest has gold and the button sparks the elevator.

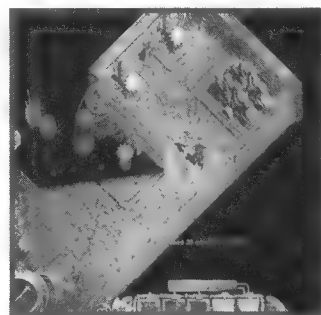


Fig. 21-12. The elevator button is in the eastern room.

Return to the elevator and ride it up to the surface. Go south as rocks fall to block your return. Explore the western room

and continue east.

Ultimately, you arrive at the gates of Ix. Talk to the guard and step through the gates.

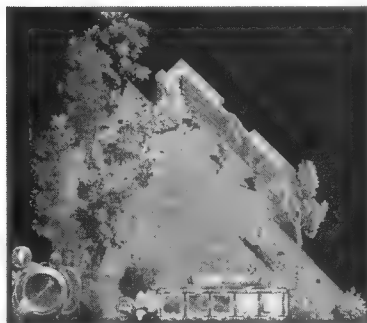


Fig. 21-13. The gates of Ix.



CHAPTER 22

EPISODE 2: ALDWYN THE CONJURER

INTRODUCTION

MAIN QUESTS

- ♣ Find Aldwyn and join the Conjurers' ranks.
- ♣ Charm and banish the Spiders in the mayor's home.

SUB-QUESTS

- ♣ Win the archery contest.
- ♣ Recover the bridge guard's boots from the Urchin den and return them to him.

ENEMIES

- ♣ Black Widow Spider
- ♣ Urchin
- ♣ Small Cave Spider

QUEST AND CONTINUATION ITEMS

- ♣ Bridge Guard's Boots
- ♣ Ruby Key

SECRET AREAS

- ♣ 1

SHOPS

- ♣ Belfor Byzanti's
- ♣ Magic Shop
- ♣ Barkeeper



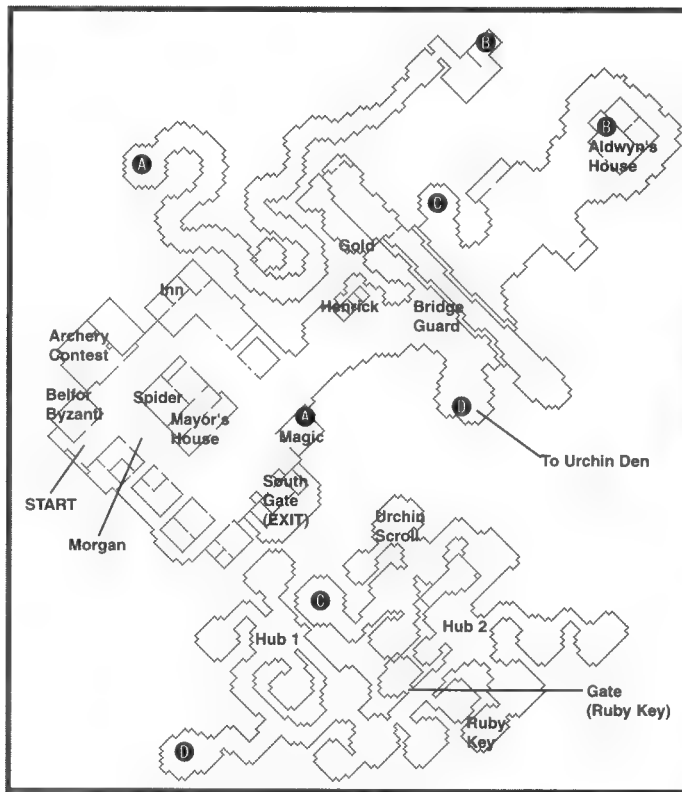


Fig. 22-1. Map A.

WALKTHROUGH

The village of Ix is like any small town: it has shops, an inn, private homes, and a mayor. Explore homes, backyards, and businesses to find valuables.

Just north of the entrance is Byzanti's general store (his prices are quite good). In the northeast corner, you find the Inn. Private homes line the wall

to the west. The Mystic Magic Shop is in the southeast corner of town next to the south gates. A jail is situated in the southwest corner. A path leads out of town to the east.



Fig. 22-2. A herald of Hecubah arrives to threaten the town.

As you explore, a Necromancer visits the town to tell of Hecubah's impending conquest. He leaves behind a Spider when he departs.



Fig. 22-3. The famous thief offers to sell you a bow.

South of the entrance, between the first and second homes on the west, buy a bow from Morgan Lightfingers. Go to the archery grounds east of the entrance.





Fig. 22-4. Aim carefully and don't worry; the arrows are free.

The guard tells you about the contest. Enter the grounds and talk to the Contest Official. You need a score of at least nine out of ten to claim the prize. Fire at the barrels as they appear.

Once you've won the tournament, go to the southern gate and speak with the guard—you need the mayor's permission to leave the town.



Fig. 22-5. The mayor is shut into his bedroom by a Spider infestation. Can you help?

Go to see the mayor at his home. The guard informs you that the mayor needs a Conjuror to Charm and banish the Spiders from the mayor's home. Time to become a Conjuror by going to see Aldwyn like the Airship Captain advised.

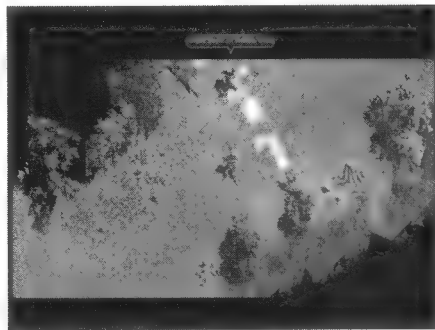


Fig. 22-6. A vision of your future career as a Conjuror.

Trek east from the mayor's house. Drink from the Well of Restoration to restore your Health. Farther up the path, a Conjuror (Henrick) saves you from a Wolf. Henrick sells charmed Wolves to those in need—since you're about to become a Conjuror too, you have better things to do with your money.

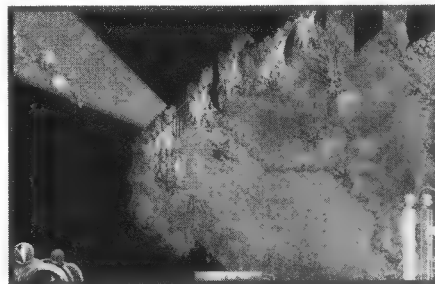


Fig. 22-7. Reach through this gate for a bag of gold.

Proceed east to the river where the bridge has been washed away. Stab briefly north to reach through a locked gate for some gold. Return to the bridge and speak with the Bridge guard.





Fig. 22-8. *The Bridge guard offers you another quest. Accept it.*

another T-intersection, explore the side room and continue via the east passage.

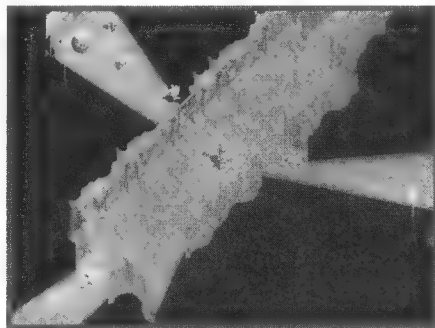


Fig. 22-10. *Urchins lob stones at you from this locked room to the north. Find the key and come back here.*

On the journey east, inspect the two southern rooms. The room to the north is locked with a Ruby Key and defended from within by Urchins who chuck stones through the barred door.

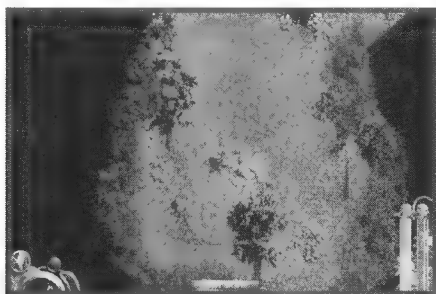


Fig. 22-9. *To the Urchin den.*

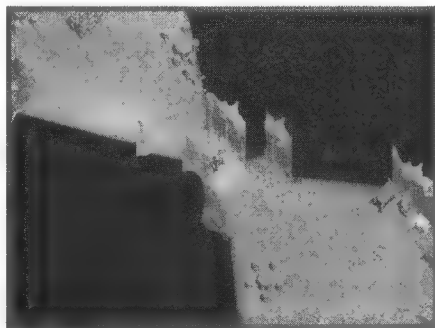


Fig. 22-11. *The southern passage leads to the Ruby Key.*

At Hub 2, paths go in all directions. Jog into the room to the south and follow it around to the west. Snag the Ruby Key and return to the locked room.

Snipe at the Urchins through the gate and enter to find the Bridge Guard's boots and





other desirables. Return to Hub 2 and inspect all the side rooms before proceeding through the northeast passage.

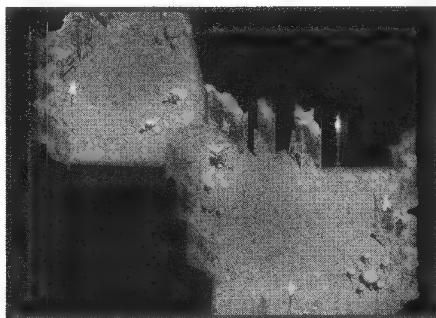


Fig. 22-12. North of Hub 2, you find an Urchin Beast Scroll.

Pass through the first room to the next, where a side room to the north holds an Urchin Beast Scroll.

Continue along the hall to the final room where an elevator leads up to the other side of the river.

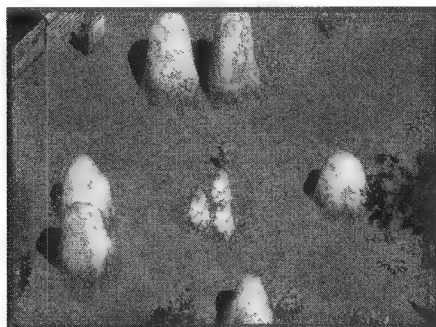


Fig. 22-13. East of the crossroads is Aldwyn's House.

Take a walk east from the bridge to a crossroads marked by three Mana obelisks. To the south is the Ix Cemetery and to the north, the Temple of Ix. Both are locked. Proceed east to a small house at the end of the glen.



Fig. 22-14. Aldwyn the Conjuror agrees to teach you . . . for a price. It's a small price, however, for the Charm Creature spell.

Enter Aldwyn's house and talk to him. For 30 gold pieces he'll take you on as an apprentice. Pay him and receive a Spider Beast Scroll and the Charm Creature spell. Explore Aldwyn's house and head back to Ix via the elevator in the north of the house's main room.

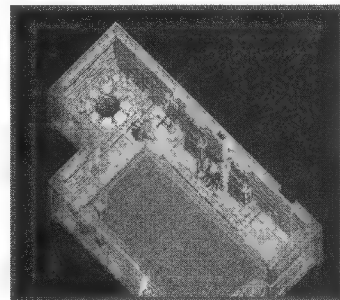


Fig. 22-15. This elevator leads you back to Ix.

The underground passage is full of Spiders. Follow it to an elevator leading up to the Mystic Magic Shop.





SECRET AREA

As the underground passage turns north, hammer on the eastern wall to reveal a chest of gold.

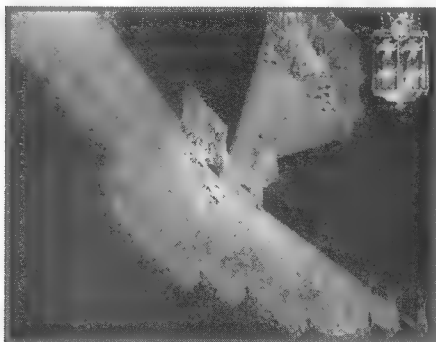


Fig. 22-16. Don't miss this secret as you rush back to town.

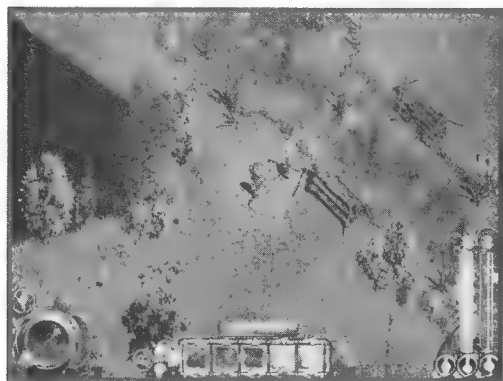


Fig. 22-17. The Bridge guard is thrilled to get his boots back.



Leave the shop, take the path out of town to the east, and return the Bridge guard's boots. He rewards you with a Book of Stun.

Next, go to the mayor's house and speak to him through the window in the hall (east). Enter the doorway and Charm the Spiders. When they're under control, banish them and return to talk to the mayor.

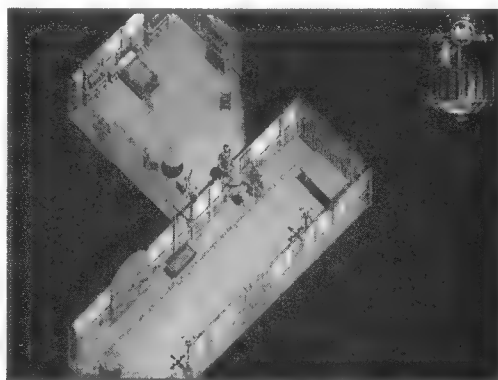


Fig. 22-18. Tame the Spiders in the mayor's house and he'll come out to thank you.

When he comes out of hiding to talk to you, he gives you permission to leave the town. Go to the southern gate.

As you approach the gate, Aldwyn flies in as an Imp and tells you that the Mana Mines have been invaded. You are to save the miners. Walk through the gate to the south.



CHAPTER 23

EPISODE 3: RESCUE AT THE MANA MINES

INTRODUCTION

MAIN QUEST

- ♣ Rescue five mine workers trapped in the Mana Mines.

SUB-QUEST

- ♣ Recover Osborn's spectacles from the Bandit Camp and return them to him.

ENEMIES

- | | |
|---------------|---------------------|
| ♣ Archer | ♣ Small Cave Spider |
| ♣ Bandit | ♣ Small Spider |
| ♣ Bat | ♣ Spider |
| ♣ Cave Spider | ♣ Troll |
| ♣ Imp | ♣ Wasp |
| ♣ Scorpion | ♣ Wolf |

QUEST AND CONTINUATION ITEMS

- | | |
|--------------|----------------|
| ♣ Spectacles | ♣ Ruby Key |
| ♣ Gold Key | ♣ Sapphire Key |

SECRET AREAS

- ♣ 4





SHOPS

- ♣ Bifford Byzanti
- ♣ Garret
- ♣ Mystic

WALKTHROUGH

Leave Ix via the gates to the south and speak to the guards.

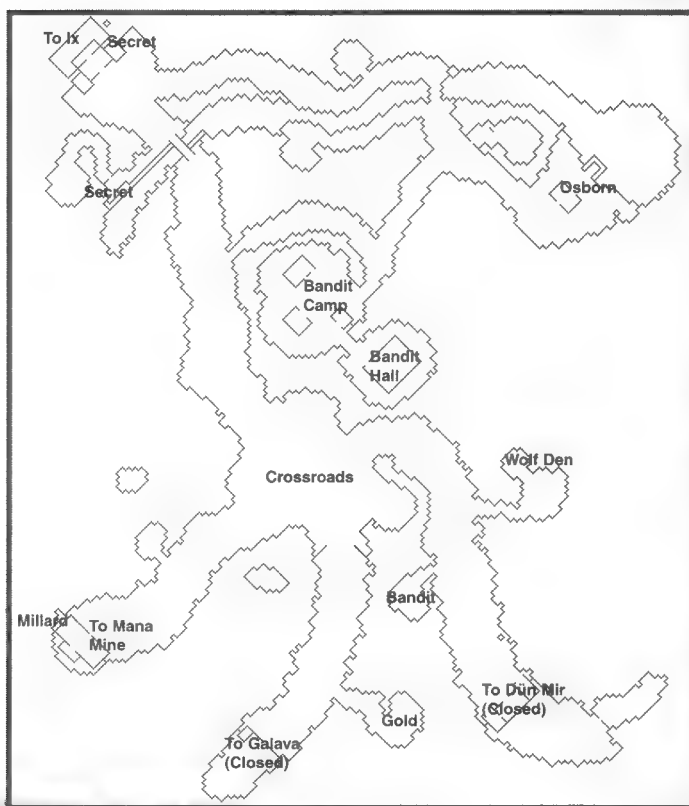


Fig. 23-1. Map A.

SECRET AREA

Walk around the Ix gates to the northeast. Behind the door, a small secret room stores a chest of gold.

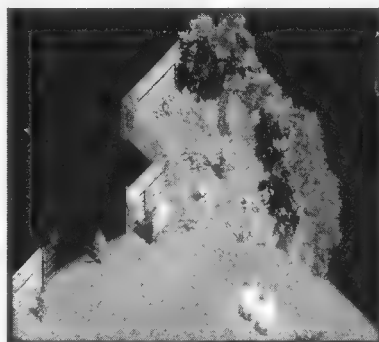


Fig. 23-2. A small room next to the gates

SECRET AREA

Walk down to the river and west. A breakable wall leads north.

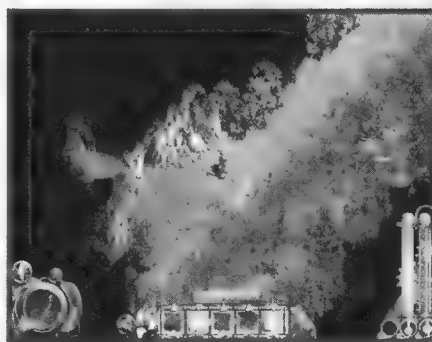


Fig. 23-3. Go down to the river and then west to find another secret.

Follow the trail east and along the river. A Wolf den lies to the north. Cross the shoal to the south.



When you arrive on the southern shore, detour west along the river to a clearing with two chests holding a Quiver and gold.

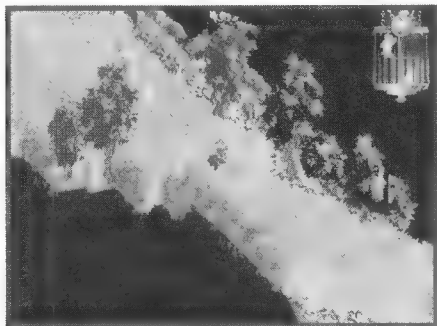


Fig. 23-4. Osborn's place is south, the Bandit Camp west.

From the shoal, go south. At an intersection, paths lead south and west and a door goes east. Look behind the door and then take the path south.



Fig. 23-5. Osborn offers a quest.

Walk around the house and meet with Osborn. He asks you to retrieve his spectacles from the Bandit Camp. Accept the quest, then return to the intersection and go west.

At an intersection, fight a Bandit and note the path that leads north. Go back to the main road via this path after you speak to Osborn again.



Fig. 23-6. When you complete the spectacles quest, the path north of here is the shortest way back to the main road.

The first section of the camp has three buildings crawling with Archers and Bandits. Fumigate the whole place and search the buildings for prizes.

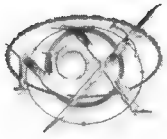


TIP

TO KNOCK OUT ARCHERS QUICKLY, CAST PIXIE SWARM AND RUSH THEM (DODGING OR PAUSING TO BLOCK THEIR ARROWS AS YOU APPROACH). WHEN YOU GET INTO STAFF RANGE, THE ARCHERS CANNOT HIT YOU. USE THIS TACTIC FOR THE ARCHERS SNIPING OUT OF THE BANDIT CAMP'S WINDOWS.

Go south to the Bandits' headquarters. Carefully and quietly perforate the Archers





PRIMA'S OFFICIAL STRATEGY GUIDE

and Bandits outside the HQ. Look in the windows to see what you're up against. Enter the building and loot it for its bounty, including Osborn's spectacles.

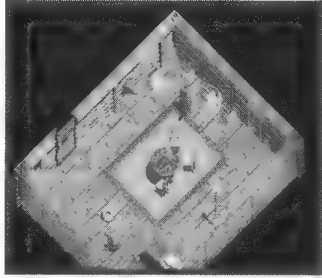


Fig. 23-7. The Bandit HQ is the only place for Osborn's spectacles.

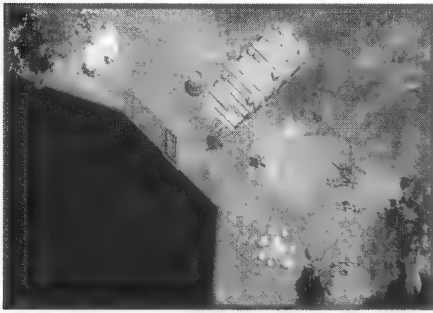


Fig. 23-8. I can see! A quest completed and a good deed done.

Return to Osborn's house and give him his glasses. He rewards you with a Bat Beast Scroll.

Go back to the main road from Ix via the trail east of the Bandit Camp.

Along the path, after an initial Wasp assault, break open the nest for more Wasps and a Quiver of the Wasp. Venture south to the crossroads.

Several shops populate this transition point for the three worlds of Nox. Be sure to buy a Scorpion Beast Scroll from the magic shop.

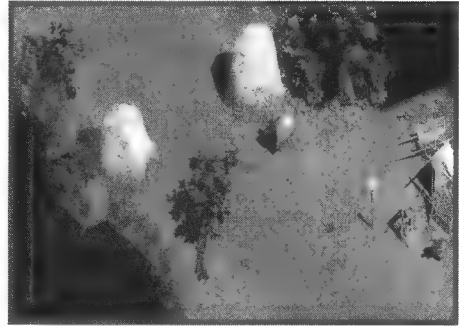


Fig. 23-9. Welcome to the crossroads. West leads to the Mana Mines.

Investigate the paths to the east and south, leading to Dün Mir (Warrior's Realm) and Galava (Wizards' Realm). Both are closed but there is exploration to be done on the way. If you attract monsters, guide them to the guards at the gates for some help.

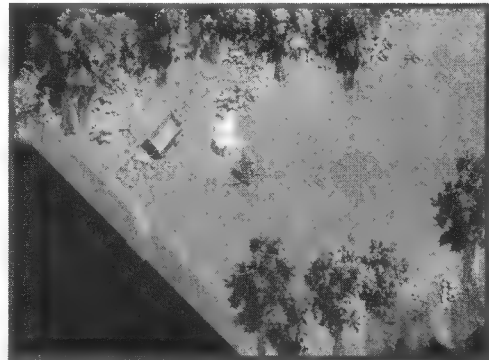


Fig. 23-10. Entrance to the Mana Mines.

Take the road west to the Mana Mines, stopping briefly to air out a Wolf den. Enter the Mine's front office and talk to Millard.

Enter and see the foreman who enlists you to rescue his trapped workers. He gives you an Imp Beast Scroll and a Sapphire Key. Before taking off, check out the lodge to the north to find a Bow, a Quiver, clothing, and gold.



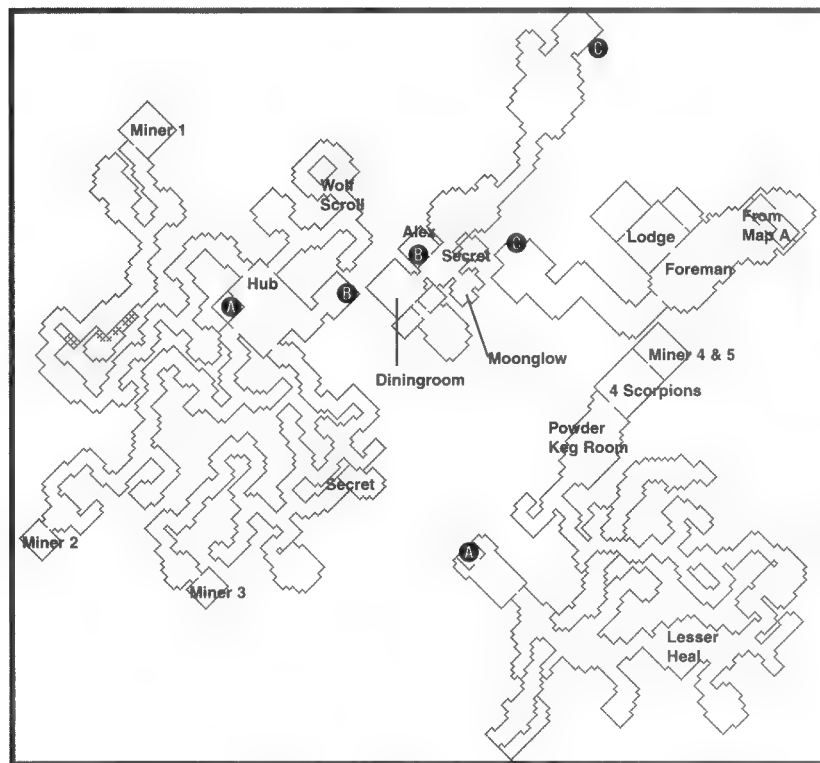
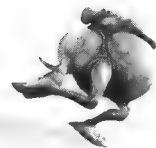


Fig. 23-11. Map B.

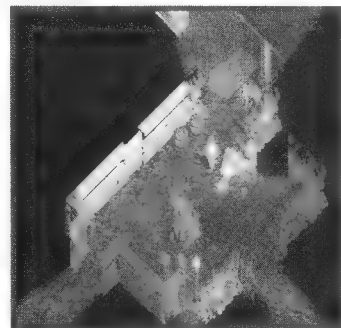


Fig. 23-12. Note this intersection.


Walk carefully west through the mineshaft. Spiders and Imps populate every corner. Continue to a room with two powder kegs where a door leads north and openings point west and south.

Follow the path to the mine entrance. Find the elevator, flip the switch, and descend into the mine.



Tip

THERE ARE MAPA CRYSTALS EVERYWHERE IN THIS MINE, SO FEEL FREE TO USE YOUR SPELLS (PARTICULARLY CHARM AND PIXIE SWARM) LIBERALLY.



Tip

KEEP TWO OR MORE IMPS IN YOUR CREATURE CAGE WHENEVER POSSIBLE HERE.

SECRET AREA

The eastern wall of the powder keg room is breakable.





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Dip into the south room to find a Book of Moonglow. To the west is the dining room; check it and all its adjoining rooms for supplies.

Take the north door in the powder keg room to find Alex, who gives you a key to the east door below and launches the elevator. Follow him farther into the mine.

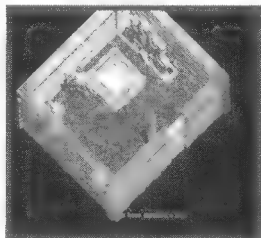


Fig. 23-13. Alex is your guide for this rescue mission.

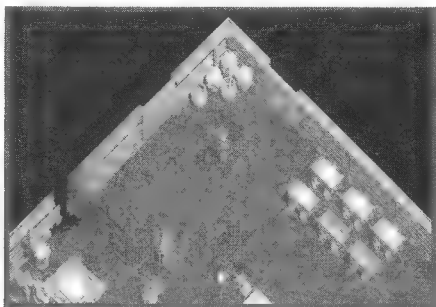


Fig. 23-14. The mine hub.

To the west is the mine's central hub. Doors lead in all directions and an elevator (which is locked) leads down.

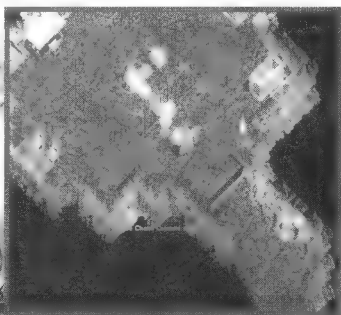
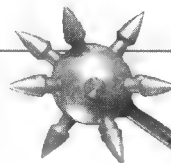


Fig. 23-15. This chest has a Wolf Beast Scroll. Use it on the Wolf to the north.

Start with the eastern door. Follow the path as it turns north—opening the chest for a Wolf Beast Scroll—to a room with a caged Wolf. Clear two spots in your Creature Cage, Charm the Wolf, and pull the switch to free it. Don't forget the chest in the cage. Return to the hub.



NOTE

REMEMBER, IF ONE OF YOUR CREATURES IS INJURED, YOU CAN CAST A HEALING SPELL ON IT OR DROP FOOD FROM YOUR INVENTORY FOR IT TO EAT.

Next is the north door. Follow the long shaft, cutting through Imps, Bats, and Spiders as it turns north. Around the corner, you meet your first Troll.

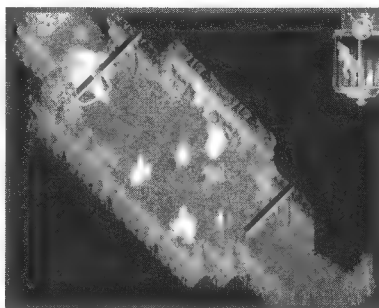
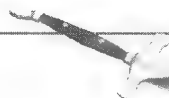


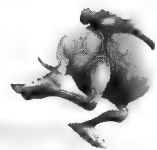
Fig. 23-16. Whew! You smell like a Troll. The Troll's post-mortem stench is poisonous.



TIP

DON'T LET YOUR ESCORTS ATTACK TROLLS; THEY USUALLY GET CAUGHT IN THE TROLL'S POST-MORTEM TOXIC CLOUD.





As the path forks, fell the Troll to the north. Move east to another Troll, Spiders, and a door leading to Miner 1 (Naldo). Naldo gives you the key to the west door.

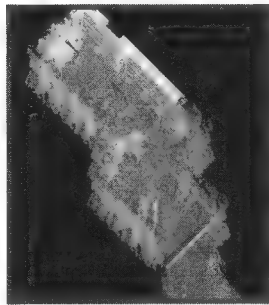
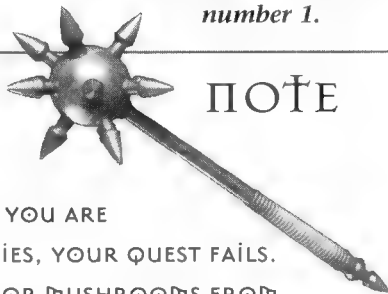


Fig. 23-17. Behind door number 1, Miner number 1.



IF THE MINER YOU ARE ESCORTING DIES, YOUR QUEST FAILS. DROP FOOD OR MUSHROOMS FROM YOUR INVENTORY FOR HIM TO EAT IF HE'S INJURED OR POISONED.

Your return to the hub is slowed by newly-arrived Imps and Spiders that burst out of breakable walls along the shaft. Eliminate them and return to the hub.

Take the west door. Explore this shaft, guarded by Trolls, Spiders, Bats, and Imps. At the far end, Miner 2 (Logan) hides behind the wooden door. He gives you a key to the south passage. Return to

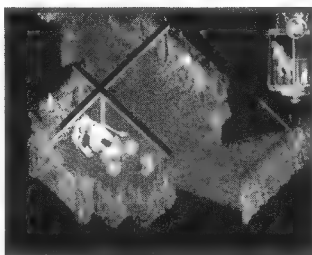


Fig. 23-18. Miner 2 waits at the end of the western shaft.

the hub through new opposition of Bats, Imps, and Spiders.

Finally, burst through the south door. Traverse this long and winding shaft, picking fights with the usual cast of monsters.

SECRET AREA

Halfway through the shaft, you arrive at a four-way intersection. To the east, you see water barrels and powder kegs. Blow the kegs to break the wall and douse the flames with water to find a Secret Area.

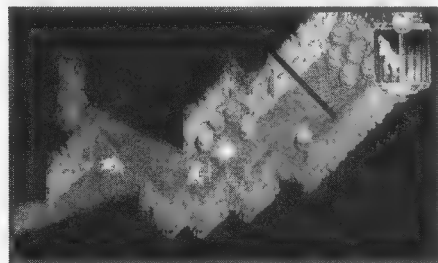


Fig. 23-19. Blow the kegs to find this Secret Area. Mind the flames as you pass.

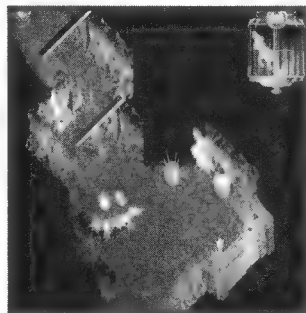


Fig. 23-20. Say hello to Miner 3.





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At the terminus of the shaft, Miner 3 (Claude) hides behind a wooden door. He gives you the key to the elevator and you may raid his chests and crates for gold and a Quiver.

The opposition is thin (Bats) as you return to the hub.

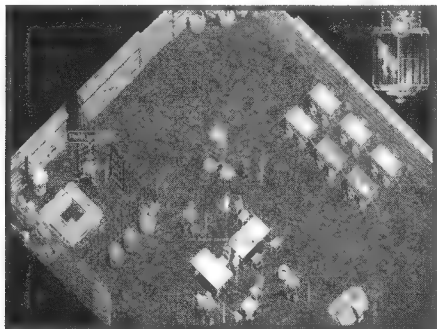


Fig. 23-21. Alex can now start the elevator.

Speak to Alex and he'll start the elevator and give you another key. Descend into the lower mine and go through the southern door. Thoroughly search all side rooms off this shaft; they are full of provisions and riches.

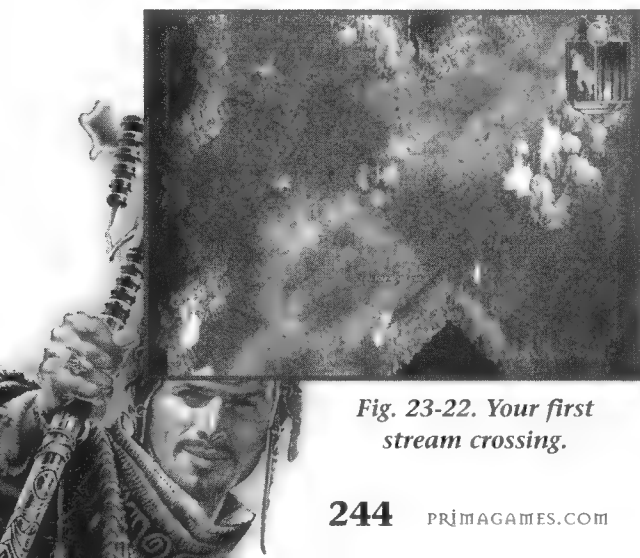


Fig. 23-22. Your first stream crossing.

Approach the underground stream. Move along both shorelines of the stream for concealed booty (and a not-so-concealed Troll). Cross the stream and proceed south.

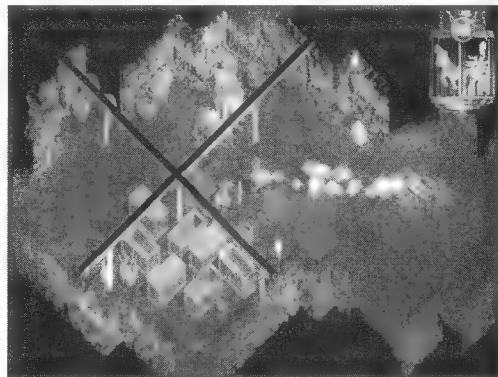


Fig. 23-23. Charm a Scorpion for a powerful ally.

Clear out two spaces in your creature cage and prepare to charm a couple of Scorpions (if you bought the Scorpion Beast Scroll at the crossroads). Bump up your medical ability with another Book of Lesser Heal.



A COMBINATION OF TWO
IMPS AND A SCORPION IS LETHAL.

The shaft turns north and crosses the stream again. Search the shoreline for more provisions.

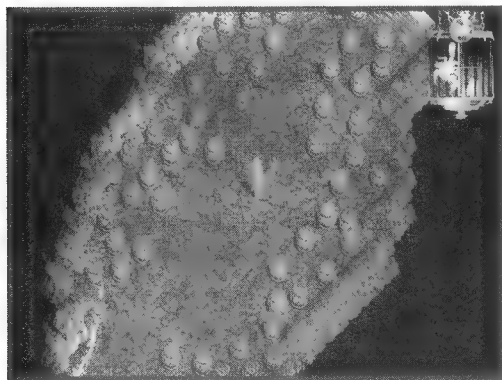
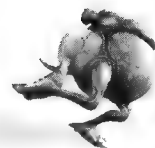


Fig. 23-24. These would make a big explosion . . .

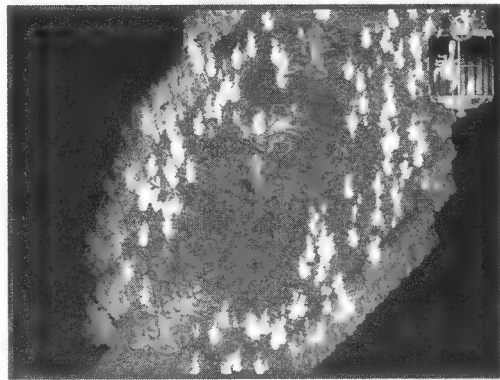


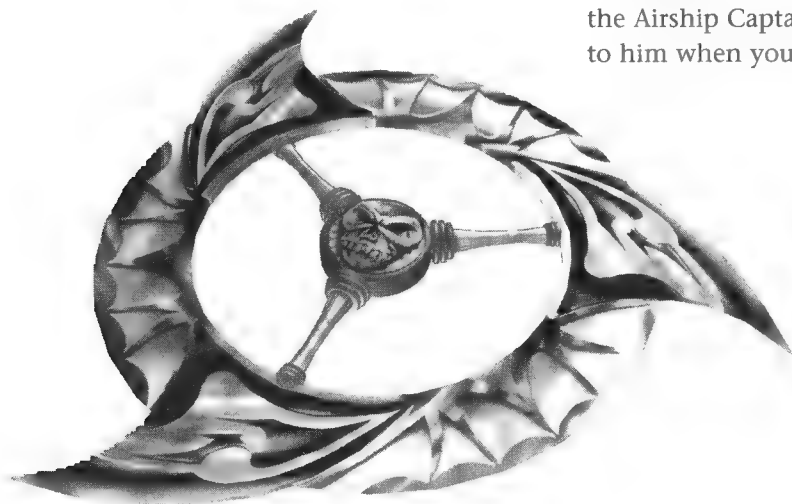
Fig. 23-25. . . just like that.

The shaft finally opens on a large room filled with powder kegs. Set your escorts to guard and enter the room to the east to draw the attention of four Scorpions. Make sure they all chase you out, run to the far west end of the room, and put an Arrow in the closest powder keg. Boom!

Walk through the Scorpions' room to a wooden door to free Miners 4 and 5 (Dudley and Garrit).

Imps and Scorpions complicate your return to the elevator. Ride up to the hub, walk out of the mine, and talk to the foreman. For your valor, he presents you with 500 gold.

Wander back to the crossroads and talk to the Airship Captain. Go shopping and return to him when you're ready to leave.



CHAPTER 24

EPISODE 4: BENEATH THE FIELD OF VALOR

INTRODUCTION

MAIN QUESTS

- ✦ Investigate the Tomb of Valor for evidence of Hecubah's presence.
- ✦ Escape from the Tomb of Valor.

SUB-QUESTS

- ✦ None

ENEMIES

- | | |
|-----------------|---|
| ✦ Bat | ✦ Spitting Spider |
| ✦ Ghost | ✦ Zombie |
| ✦ Necromancer | ✦ Keeper of Souls
(Special: 75,000 Exp.) |
| ✦ Skeleton | ✦ Barbaric Guardian
(Special: 60,000 Exp.) |
| ✦ Skeleton Lord | |
| ✦ Small Spider | |
| ✦ Spider | |

QUEST AND CONTINUATION ITEMS

- ✦ Gold Key
- ✦ Silver Key
- ✦ Ruby Key

SECRET AREAS

- ✦ 7

SHOPS

- ✦ Loproc



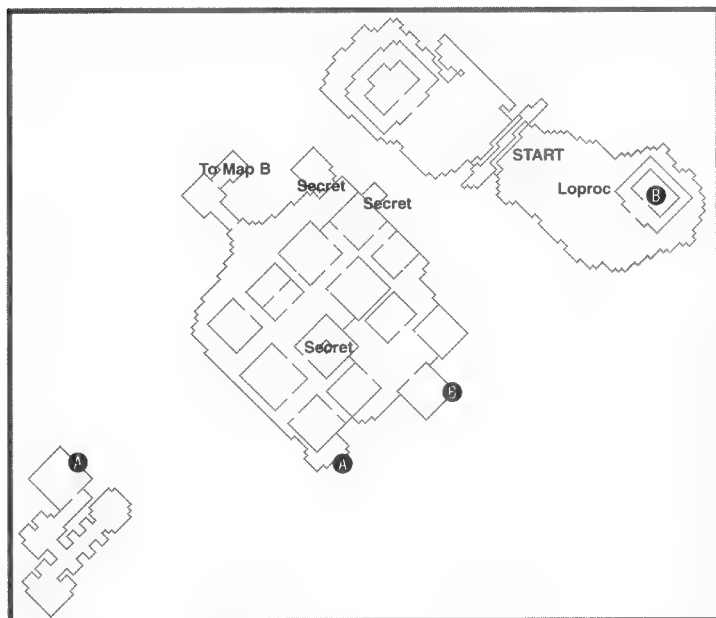


Fig. 24-1. Map A.

WALKTHROUGH

Head south after your briefing by the Airship Captain. Stop to visit the shopkeeper Loproc. He's a bit pricey, but he has some good stuff. Also, if you lack spells or Beast Scrolls for any of the monsters listed above, he may have a few. Load up on Quivers of Embers.

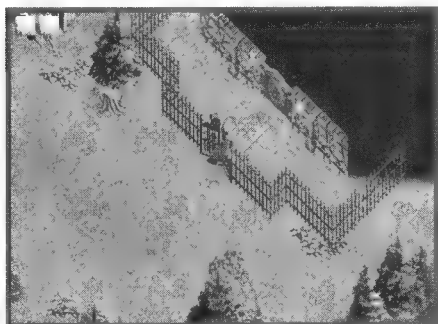


Fig. 24-2. The crypt begins your journey downward.

Go through the door into the crypt. You can open most of the sarcophagi in these tombs; this one holds a Red Potion. Go down the elevator to the Tomb of Valor and pass through the doors to the north.

Explore this area thoroughly.

SECRET AREA

In the crypt in the northeast corner of the tomb, break the eastern wall to find a secret.

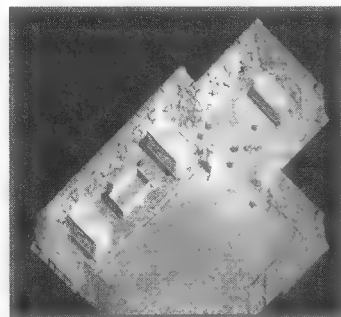


Fig. 24-3. Carefully search this room for a Secret Area.

SECRET AREA

A room in the center of the tomb has a stone pillar in the center (see map). Break it open for a Secret Area containing a Sturdy Cloak.

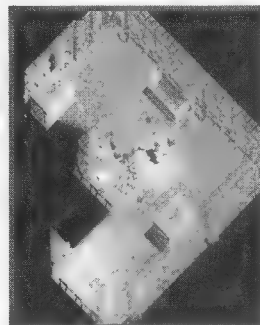


Fig. 24-4. This central structure breaks open.



Once you've finished tomb raiding, head to the western fence and follow it south. In the corner, take an elevator to a lower tomb full of Bats. Follow the hall until it turns east to a pair of spike blocks.

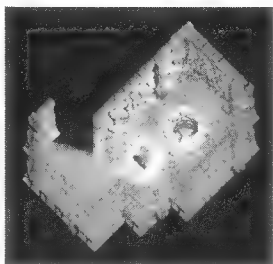


Fig. 24-5. This elevator is tucked into the southwest corner of the tomb.



TIP

BANG YOUR WEAPON ON A WALL TO ATTRACT THE ATTENTION OF TWO GHOSTS AND A SPIDER; THEY'LL BUMBLE RIGHT THROUGH THE SPIKE BLOCKS TO THEIR DOOM.

Head down the hall to the east, timing the spike blocks. Grab your treat (a large bag of gold) and return to the surface. Jog to the far northern part of the tomb.

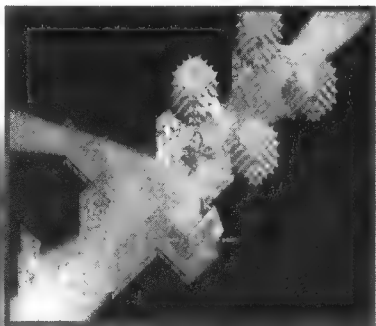


Fig. 24-6. Enemies can be goaded into this trap if you bang on the wall with your Staff.

SECRET AREA

Go to the northeast corner of the tomb and break open the northern wall. Two Ghosts guard a large bag of gold in a sarcophagus.

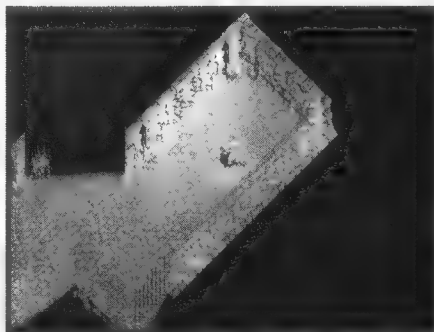


Fig. 24-7. This wall looks very shaky.

Exit the tomb via the northern passage and pick up the Book of Meteor.

Turn east through the gate, and down into a pit.

Move north and explore the side rooms full of breakable coffins. Some of these flimsy coffins hide Skeletons and one has a Quiver of Numbness. Many of the walls in these small crypts are breakable.

To the north, a fence blocks any further northern progress. Instead, stomp down the east passage.

The tunnel turns north into a room with two statues along the northern wall. The sarcophagus holds your first Skeleton Lord; he gives up a Kite Shield (which you can sell). When you're ready, drop through the hole in the floor.

Move east through Skeletons and turn north to an elevator. Slide west to the main passage and take it north (poking around in side rooms for sarcophagi and breakable walls).

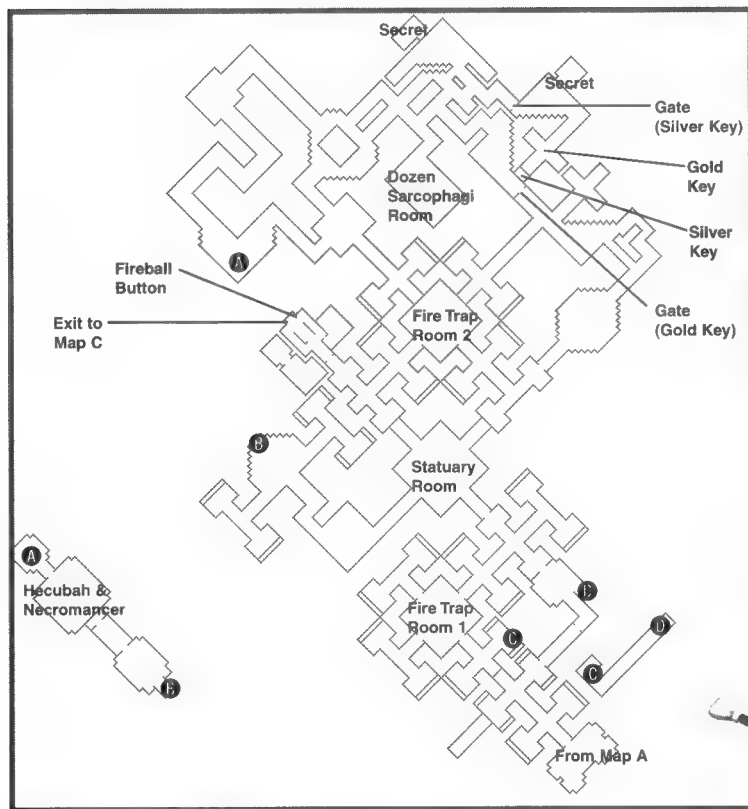


Fig. 24-8. Map B.

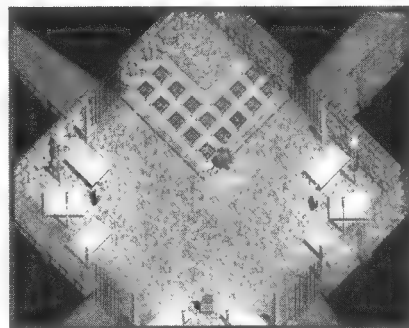


Fig. 24-10. The fire trap room.

The gates to the north open into an ornate room with an elaborate fire trap in the north-eastern corner. To work it, step into the safe corner of the room and tug on the switch; a wave of fire sweeps outward.



TIP

IF SEVERAL ENEMIES ARE CHASING YOU, THIS IS A GREAT WAY TO TAKE THEM OUT *EN MASSE*. YOU WON'T GET ANY EXPERIENCE FOR THESE KILLS, BUT THEY MAY SAVE YOUR LIFE.



Fig. 24-9. Finish the Skeleton Lord and plummet through the hole in the floor to continue.

Paths lead in all four directions. Search the western and northern rooms for anything useful. When you've scoured the surrounding rooms, proceed east into a corridor with several more side





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rooms. Waiting for you are Sturdy Leather Armbraces of Anti-Spark, Spiders, Skeletons, a Mana Potion, and a big bag of gold.

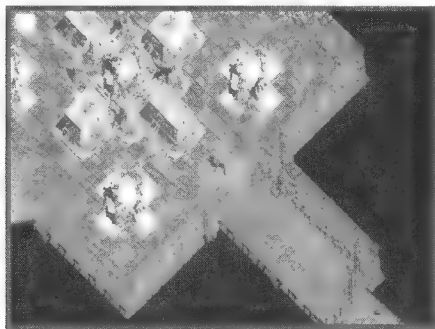


Fig. 24-11. The statuary room.

Burst northward through the gates into a crypt full of statues. Spitting Spiders and Skeletons are your company. Alcoves to the north and east contain potions.

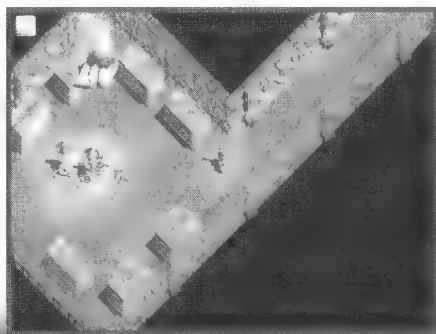


Fig. 24-12. The fist trap in action.

Proceed via the west exit but beware your first fist trap. If you want to see what it does, stand fast as you enter the room. Two Skeletons foolishly amble across

the pressure plate and feel the vengeance of the fist trap. Avoid the pressure plate and shift northward, dealing with the Spiders.



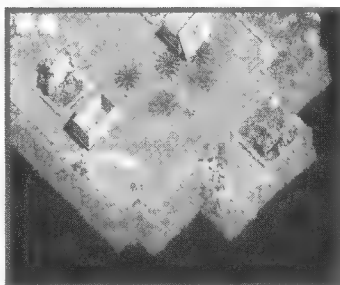
Fig. 24-13. Your eventual exit is to the north.

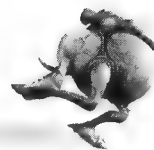
This room comes furnished with a pair of fist traps. It also boasts a Skeleton, a sarcophagus with a Book of Slow, and halls leading east and west. Explore the eastern and western rooms. Return to the main room and go north to the staircase.

Move north past Mana obelisks, passing through a gate and large doors. You intrude upon a conversation between Hecubah and one of her pet Necromancers.



Fig. 24-14. This Necromancer will be your toughest fight yet. Use Infravision to keep him visible.





She sics the Necromancer on you as she departs. Fighting this Necromancer is a combination of constant motion and skillful magic use. Cast Infravision to keep sight of him as he fades and use Slow to nullify his speed. Finally, pound him with Meteors.

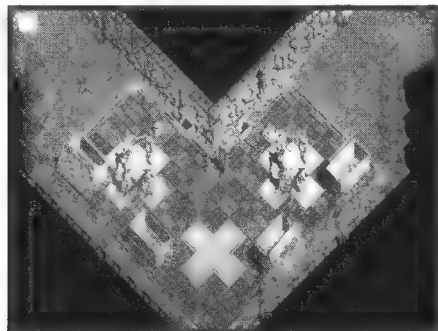
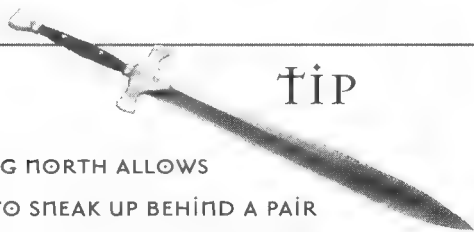


Fig. 24-15. Pick either direction.

March north through the gate and fall down a pit. You land safely on a cross between two obelisks. A chest to the northeast holds a Book of Burn. You may go either north or east (they lead the same place).



TIP

GOING NORTH ALLOWS YOU TO SNEAK UP BEHIND A PAIR OF SPITTING SPIDERS. OTHERWISE, THE EASTERN ROUTE IS EASIER.

On the eastern path, you'll meet your first Zombie—hit him with Burn or Meteor.

At the end of the hall, in a room with six sarcophagi, Zombies swarm and paths lead north and south. Loot the southern room for several items.



TIP

REMEMBER THAT ZOMBIES MUST BE KILLED WITH FIRE. IF YOU DROP THEM ANY OTHER WAY, THEY'LL GET BACK UP IN A MOMENT.

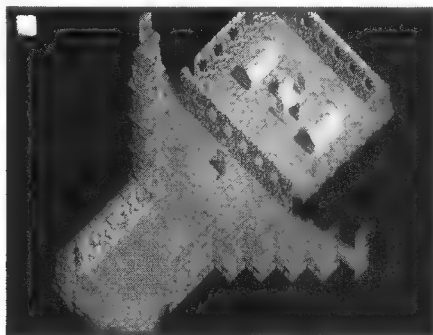


Fig. 24-16. Unless you want to fight the Skeleton Lord hidden in that sarcophagus, don't break the walls.



CAUTION

BLUE FIRE DECREASES YOUR MANA SUPPLY.

Head back to the six-sarcophagus room and go north to a room with blue fire and two sarcophagi inside destructible windowed walls. Deal first with the Spitting Spiders and Zombies that engage you from the





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north. Then, reach into (but don't break) the walls to open the sarcophagi. One contains a Skeleton Lord and the other, a Life Potion.

Two passages lead east; take either one. At the intersection, head further east into a corner room with Skeleton Spiders, Zombies, and Spitting Spiders. You'll also notice pillars and statues along the northwest walls. . . .

SECRET AREA

In the north of the corner room, look for a gap between two columns and break the wall to expose a Secret Area starring a Skeleton Lord, Mana obelisks, and some provisions.

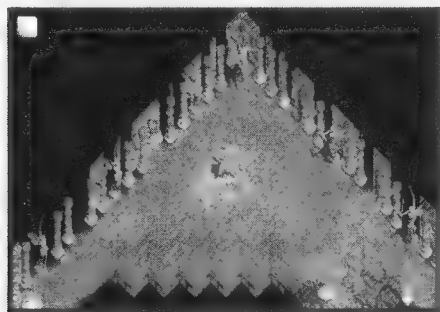


Fig. 24-17. The gap between the statues offers a clue to the location of a secret.

Exit the corner room west, turn south, and take the first passage west. Shift south and follow the hall to a room with a dozen sarcophagi and a fist trap. Some of the sarcophagi have enemies, others goodies. Here are the specifics:

- ♣ **2nd to west:** Zombies.
- ♣ **4th to west:** Skeleton Lord.
- ♣ **Far end:** Quiver of Embers.

Travel east, north, and east again. Take the first corridor south to a room with a diagonal wall. Continue south where the path ends in a fence to the east and a locked gate (Gold Key) to the south.

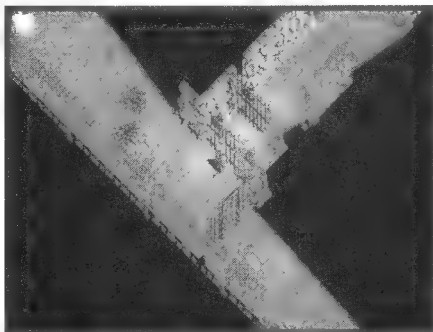


Fig. 24-19. You can get the Silver Key now, but you'll have to find a way to that Gold Key.

Reach through the fence to get a Silver Key (you can see the Gold Key beyond it) and backtrack north, going east and south past two fist traps and another gate (Silver Key).

SECRET AREA

After passing through the silver gate, you notice a breakable wall on the east side of the room. Pulverize it for a stash of gold.

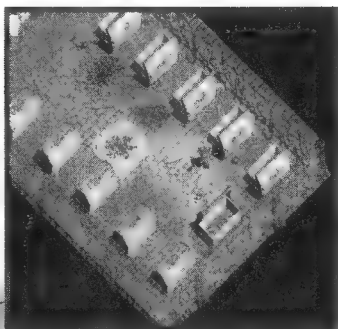


Fig. 24-18. So many sarcophagi!



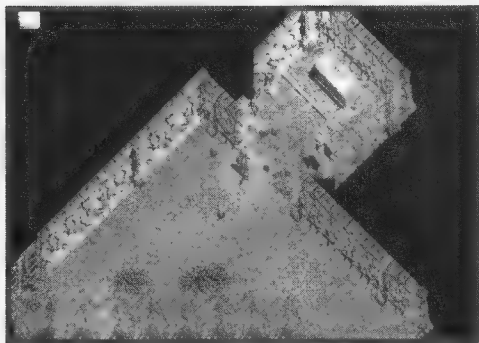


Fig. 24-20. *On your way to get the Gold Key, don't miss this breakable wall.*

Continue south to a room with two sarcophagi in alcoves (they contain Zombies) and the Gold Key to the west. Return to the Gold Key gate.

Press south to an intersection, exploring the passages to the west and east. To the west, find a Quiver of Numbness and a fence along the western wall through which to snipe at Zombies. To the east, you'll find a room with three coffins—plus a Zombie and a Ghost. Return to the intersection and go south to a room with a diagonal wall.

Two paths lead south; take either.

Proceed west, avoiding a fist trap, to a room with three fist traps and several Zombies. Continue west and turn north.

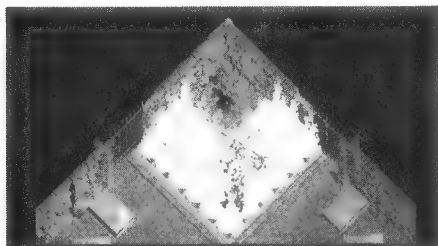


Fig. 24-21. *This second fire trap room comes in handy very quickly.*

Trudge north to a second fire trap room and peek through the western gate to attract the attention of a pack of Zombies—you may have to run around a bit to herd them all. When they're all following, run to a fire trap with Zombies in pursuit and pull the switch. Clean up the survivors and exit west.

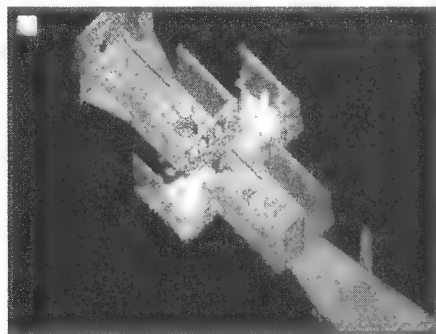


Fig. 24-22. *Fire an Arrow through this window to disable the fireballs.*

Veer north to a small room with fireballs protecting the paths to the exit. Look through the window in the wall directly ahead and fire an Arrow to hit the red button that deactivates the fireballs. Search the side room to the east and drop down the hole near the red button.

Stroll north through the doors and turn east. A sign reads, "Barbaric Guardian of the Crypts." That doesn't sound good. When you pass through the door and walk toward metal gates to the north, the Guardian bursts out from the eastern wall.



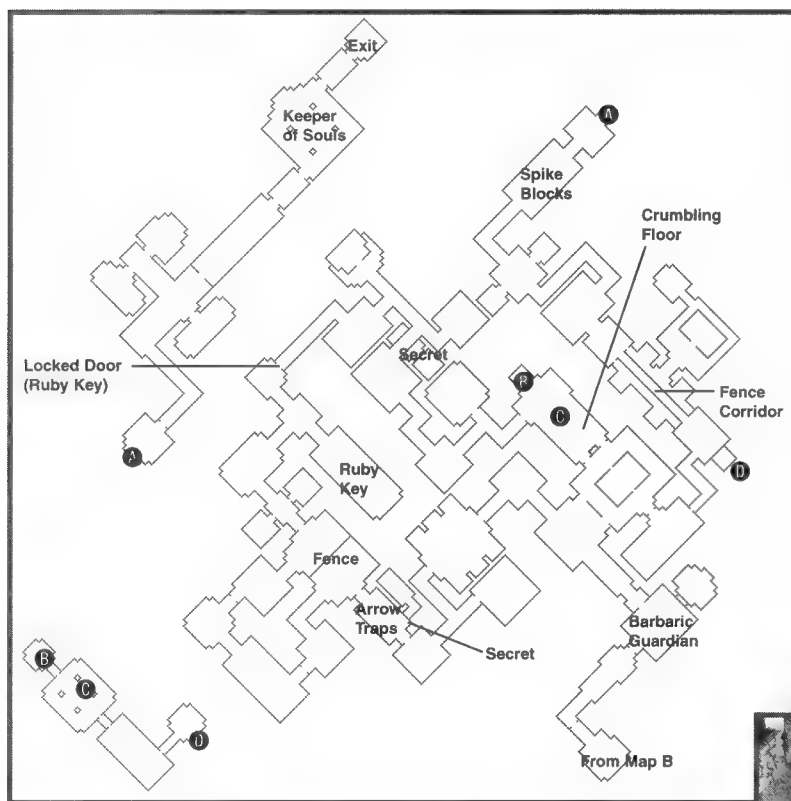


Fig. 24-23. Map C.

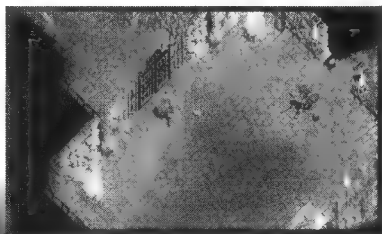


Fig. 24-24. This undead Warrior is fast and well-armed.

The Guardian blocks ranged weapons very well, so you must focus on keeping him on the run. Hit him

with Stun and follow with Meteor (or put it in a bomber). When he's vanquished, you can pick up his possessions (all of which will fetch a tidy price): a Mighty Bronze Long Sword of Embers, a Chainmail Tunic, Chainmail Leggings, a Flimsy Copper Chain Coif, an Iron Round Shield, and Sturdy Armored Boots. In his den (to the east), you find a big dose of gold and a Mana Potion.

Proceed through the gate to the north to a room with an ornate sarcophagus surrounded by stone obelisks. March on to the north.

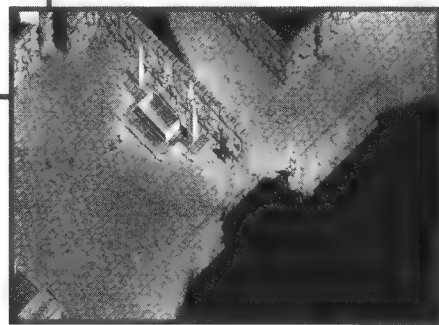


Fig. 24-25. Snipe through these windows at passing Zombies.



TIP

LOOK THROUGH THE WINDOWS TO THE EAST AND MAKE SOME NOISE (BANG YOUR STAFF ON THE WALL) TO DRAW OUT ZOMBIES. PICK THEM OFF FROM HERE TO THIN LATER OPPOSITION.



Turn the corner at a sarcophagus with two Mana obelisks and continue west through a room with Zombies and two blue sarcophagi. Slip west through the gate and follow the passage south past a fist trap.

At the T-intersection, explore east to battle a Zombie and a Ghost, but quickly return to the T and resume your trek via the west tunnel.

After passing through a door to the north, pause to notice the gray floor tiles; these are triggers for a series of arrow traps in the walls.

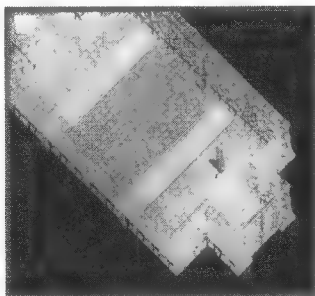


Fig. 24-26. These gray floor plates trigger arrows from the side walls.

SECRET AREA

On the east wall, just south of the first arrow trap pressure plate, smack the wall to open a Secret Area. Beware the Poisonous Spider.

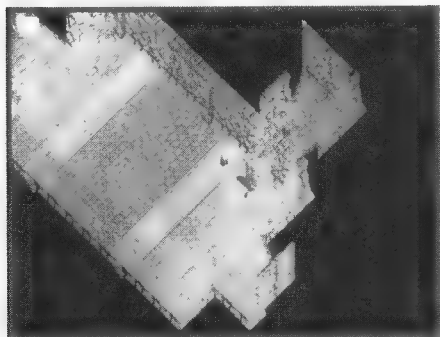


Fig. 24-27. Before braving the arrow traps, pause to rap on that wall.



Fig. 24-28. You can empty out this entire room now or wait until you emerge on the other side of the fence.

Jump over the traps to continue north and through a door to a room divided by an iron fence. Spitting Spiders shoot from the other side and there are Zombies in both halves of the room; squash the Spiders first.

Take the west door to a room with two Mana obelisks and a Zombie and stomp west through an iron gate to a graveyard full of Zombies and Skeletons.

To the north, a small room features a sarcophagus with gold and a Quiver of Embers on either side. Collect the offerings and turn east through another gate to a Zombie room

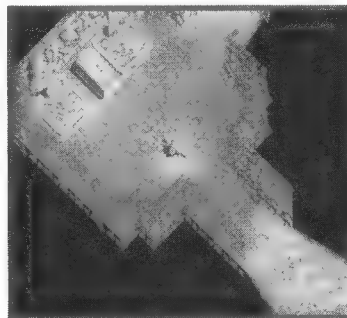


Fig. 24-29. Collect the gold and Quiver of Embers on either side of this sarcophagus.





PRIMA'S OFFICIAL STRATEGY GUIDE

with a central sarcophagus and a sole Mana obelisk.

The next room to the east brings you to the other side of the fence. To the north, two rooms off the main passage merit inspection and Zombie extermination.

Follow the halls north and then east over a fist trap to a T-intersection. To the north, the door is locked with a Ruby Key.

To the south, a room dominated by pressure plates (connected to arrow traps along the east wall) houses the Ruby Key. Either carefully follow the path leading through the traps or run quickly along the western wall to claim the key. Return to unlock the door and pass through it to the east.

Your course takes you south into a room with a Skeleton, then east to a T-intersection. Creep north to find a

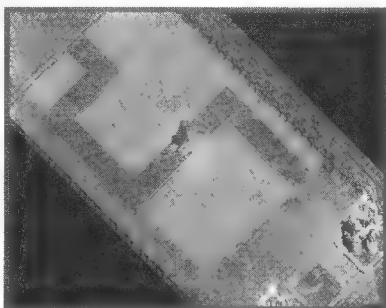


Fig. 24-30. Either walk the safe path to get the Ruby Key . . .

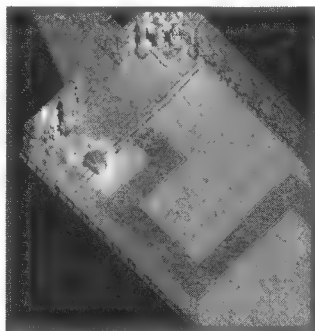


Fig. 24-31. . . . or run like hell against the west wall.

nest of Spiders (including a Spitting Spider) behind a gate. Open their sarcophagus for Sturdy Leather Boots of Anti-Spark. Return to the T-intersection and bear south and east into a small room with five sarcophagi.

Backtrack a bit and take the passage west where Zombies burst out of the north and south walls.

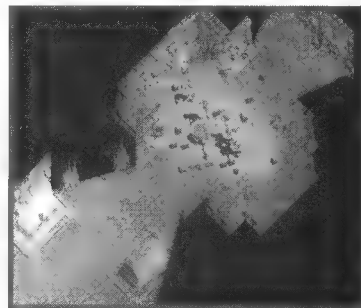


Fig. 24-32. Enter this corridor ready for company.

SECRET AREA

The Zombie lair to the south contains a breakable southern wall that exposes a Secret Area.

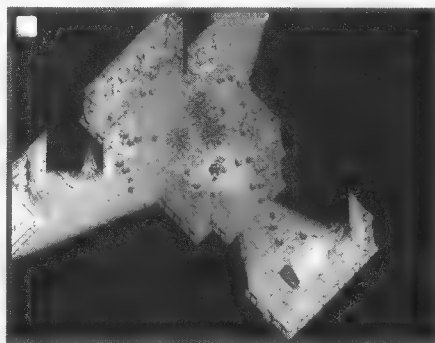
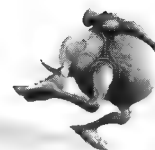


Fig. 24-33. Zombies are secretive creatures.

The room to the west houses four sarcophagi: the northeastern and southeastern ones hold potions and the others contain Zombies. South leads to a room with four fist traps and some Bats—stand in the middle and keep your cool to avoid a squishing.





An eastern passage forms part of a T-intersection. Visit the room to the north and then resume the trail south and east through a door.

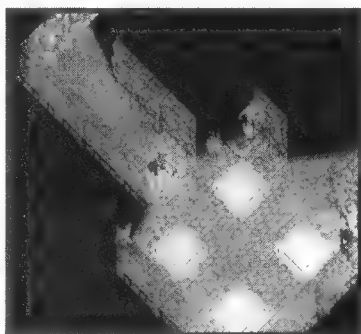


Fig. 24-34. *Don't lose your head and bumble onto a pressure plate.*

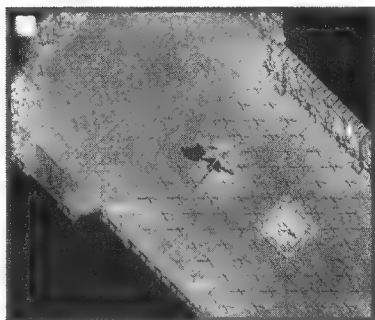


Fig. 24-35. *Most of the lower half of this room is floored in crumbling tile.*

The northern part of the room is floored in solid stone but the southern tile seems unstable. Either run and jump to the center or hug

the eastern or western wall and jump to the center to reach the solid tile and a Fireball Staff.

Leave the broken tile room to the south through iron gates. The inner room contains treasure. Walk south to a room with four Mana obelisks and ransack the sarcophagi for valuables.

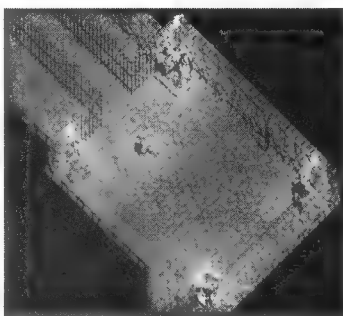


Fig. 24-36. *The fence corridor has threats in all directions.*



TIP

IF YOU FALL THROUGH THE FLOOR YOU WILL LAND BETWEEN FOUR COLUMNS, THREE OF WHICH CONTAIN SKELETONS THAT BURST OUT AS YOU ARRIVE. THERE'S A POTION IN THE FOURTH COLUMN. THE ELEVATOR TO THE NORTH TAKES YOU BACK TOPSIDE. YOU MAY HAVE TROUBLE, HOWEVER, TRAVERSING THE BROKEN TILE ROOM—YOU CAN TAKE TWO RUNNING JUMPS OR WALK ALONG THE WESTERN WALL (IT'S SAFE) AND JUMP TO THE CENTER.

Venture east through the gate, jump over a fist trap, and turn north to the fence corridor. A Spitting Spider to the east is your first priority. Then consider the Skeleton and the Skeleton Lord. Walk to the end of the fence and open the gate to the west to explore. Return to the north end of the fence, go through the gate on the east side, and take the hall to the east.

This side chamber features an inner room in which a Skeleton guards a Sturdy Leather Tunic of Anti-Zap and a room in the upper northeast corner with gold and Bats. Return to the fence corridor and head north.

Turn east, jump over a fist trap, and follow the path to a small room with three Zombies and a Ghost. Check out the side rooms and continue north and east.

Jump over the pressure plates to avoid the



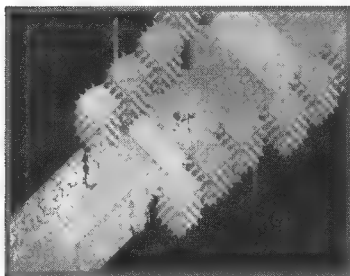


Fig. 24-37. *Just don't touch the pressure plates and everything will be fine.*

in a narrow room with several side chambers and a metal door exiting east. Ransack the entire area to find goodies including a Quiver of Embers and a Book of Protect From Shock.

Pass through the eastern doors, noting the sign: "Keeper of Souls."

Jump over two sets of flames to the east and then go through a gate and double doors to the Keeper's lair.

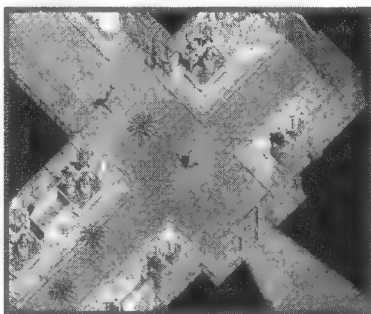


Fig. 24-38. *Loot this tomb; you'll need everything you can get against the Keeper of Souls.*

As you approach the three sarcophagi to the north, the Keeper teleports to fight you. This undead Wizard uses Invisibility, Blink, and a Lightning Staff. The Staff does big damage but needs a line of

long line of spike blocks. Collect the bounty in the last room to the west and go down the staircase.

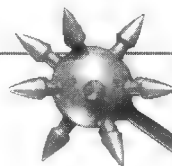
Begin east through the doors, turning north to arrive

sight to hit; use the pillars and obelisks for cover. Use Infravision and the Slow-Meteor combination. That Fireball Staff comes in handy too. When he's spent, the

Keeper drops a Sturdy Cloak of Anti-Spark, a Sturdy Wizard Robe, a Sturdy Wizard Helm, Mighty Leather Boots, and his Lightning Staff.



Fig. 24-39. *This Wizard defends the Tomb of Valor from all mortals.*



NOTE

YOU CAN ONLY USE THE KEEPER'S BOOTS AND CLOAK. THE REST WILL FETCH A NICE PRICE SOMEWHERE.

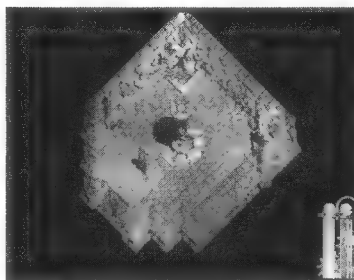


Fig. 24-40. *At last, the exit.*

Exit via the northeast door to find the elevator to the surface.



CHAPTER 25

EPISODE 5: OGRE RAID AT THE HAMLET OF BRIN

INTRODUCTION

MAIN QUEST

- ♣ Recover the Amulet of Teleportation from the Ogre village of Grok Torr and return it to Horvath.

SUB-QUEST

- ♣ Hecubah's forces have transformed Thavius' wife into a Wolf. Recover Thavius' magic Staff and return it to him so he can return his wife to her natural form.

ENEMIES

- | | |
|---------------|---------------------|
| ♣ Bat | ♣ Scorpion |
| ♣ Black Bear | ♣ Small Cave Spider |
| ♣ Cave Spider | ♣ Small Spider |
| ♣ Ghost | ♣ Spider |
| ♣ Giant Leech | ♣ Urchin |
| ♣ Ogre | ♣ White Wolf |
| ♣ Ogress | |

QUEST AND CONTINUATION ITEMS

- ♣ Thavius' Staff
- ♣ Gold Key
- ♣ Sapphire Key





SECRET AREAS

♣ 4

SHOPS

- ♣ Loproc
- ♣ Barkeeper

WALKTHROUGH

The elevator rises from the Tomb of Valor to a room with two sarcophagi (Quivers of Numbness) and an exit to the south.

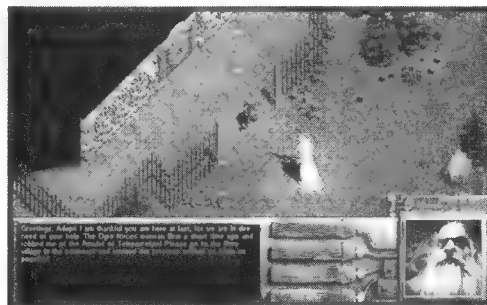


Fig. 25-2. Horvath has a job for you.

You are immediately greeted by Horvath; he asks you to go to the Ogre village of Grok Torr to retrieve the Amulet of Teleportation. Accept the quest and proceed east toward Brin.

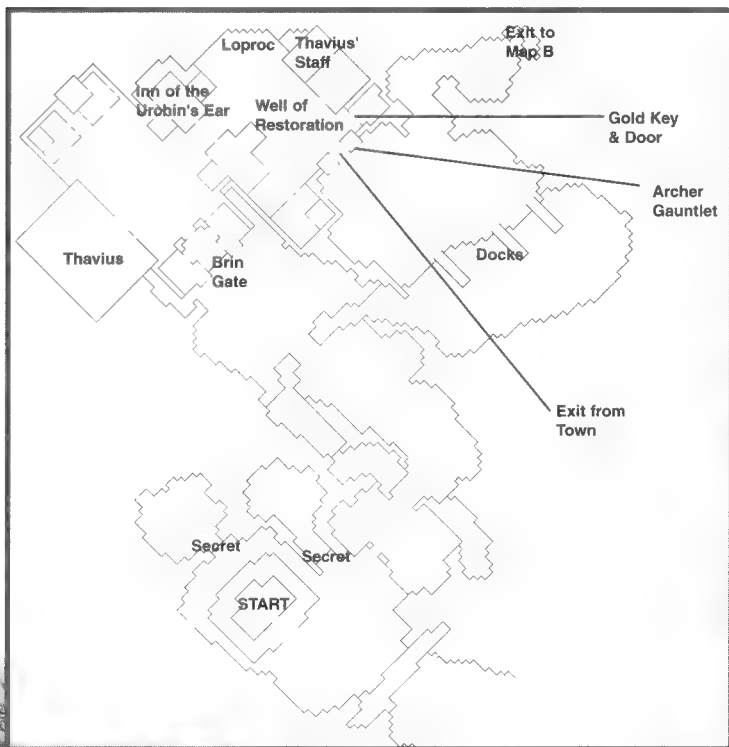


Fig. 25-1. Map A.

SECRET AREA

Before taking the path east, walk north around the building from which you just came. When you see three barrels against the wall, crush them and the wall for a secret. A Quiver of Embers is guarded by a Spider and a Ghost.

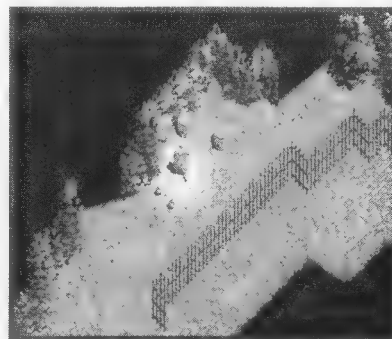


Fig. 25-3. Look for these barrels to give you a clue.



SECRET AREA

Again, before you head east to Brin, blaze the small path to the northeast and break open the wall in a clearing to the north. You must fight a Black Bear but you get Sturdy Armored Boots, clothing, food, and gold.

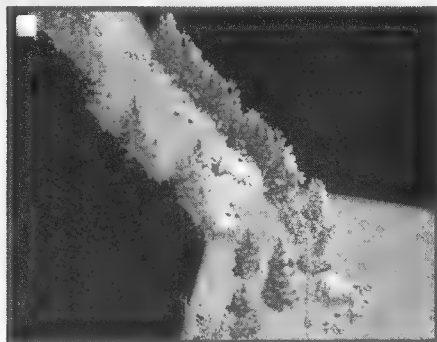


Fig. 25-4. A secret Bear den.

Follow the path to Brin to a bridge and speak with the guards. On the opposite side of the bridge, as the path turns north, kill the Ogresses (or let the guards do it), and pick up their Ogre Axes. A White Wolf is hunting around the next bridge.

As you cross this small bridge, an Ogress immediately assaults you. Pick up her Axe and march to the outer gate of Brin.

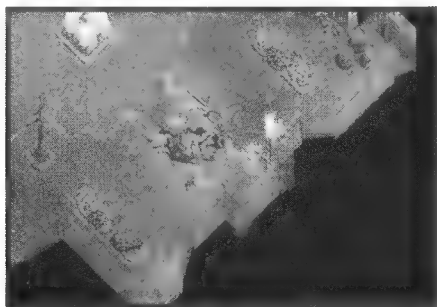


Fig. 25-5. Stop the carnage and earn the respect of the town.

Enter the outer gate and explore the two side rooms for some food and light Warrior weaponry. Pass through the inner gate to Brin.

As you enter the town, Ogresses and an Ogre are attacking villagers. Do the right thing and mosey north to the town's center, a courtyard with four Mana obelisks.

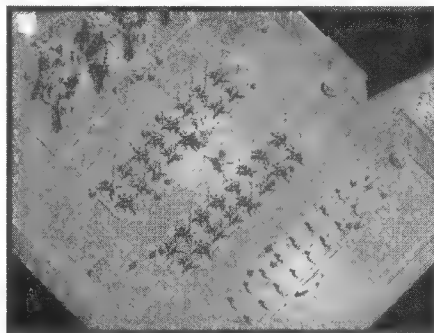


Fig. 25-6. Thavius has a job for you.

Go west to the garden where Thavius and his "pet Wolf" are taking refuge. He tells you that an Ogress turned his wife into a Wolf and he needs you to retrieve his Staff to return her to normal. Accept the quest and return to the town center.

To the north, two houses burn. Inspect them for treasure (jump over or douse the flames).

In the northeast corner of town, check out the Inn of the Urchin's Ear. Scour the bar and the back areas for supplies and return to the street.



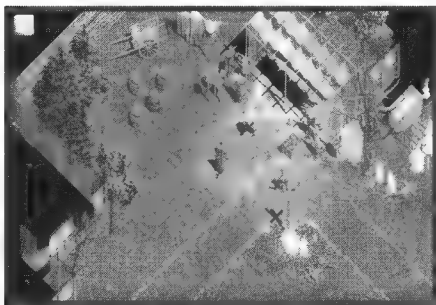


Fig. 25-7. Loproc again!

Farther east, you'll (again) meet Loproc: As usual, his prices are less than perfect but he has some exotic stuff. The Book of Toxic Cloud and Sturdy Staff of Impact are tempting.

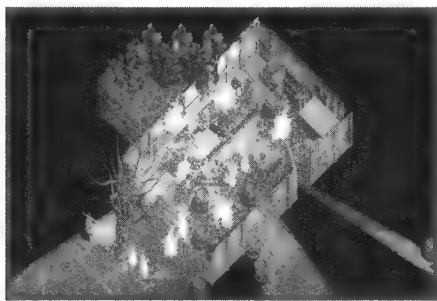


Fig. 25-8. Vanquish the Ogress and get Thavius's Staff.

South of Loproc, enter the first house to the east (Thavius's). Slaughter the Ogresses and find the Staff in the room to the north. When you return it to Thavius, he rewards you a tidy sum.

South of Thavius' house, note the Well of Restoration and (due east from it) a black door. Reach through the

door to get a Gold Key. Open the black door and loot the room.

After you check out all the houses in Brin, exit via the gates in the southeast corner.



Fig. 25-9. You can open this black door. Note the Well nearby.

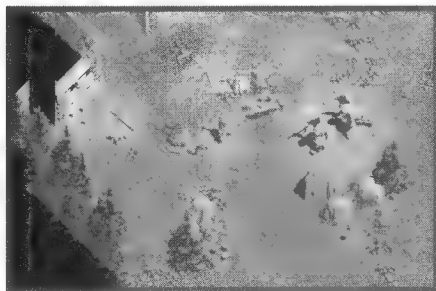


Fig. 25-10. The Archer gauntlet.

Here, two Archers defend the town against invasion. A battle rages outside the town as you arrive.

Trudge south to the docks and clear the area of Ogresses. Explore around the docks.

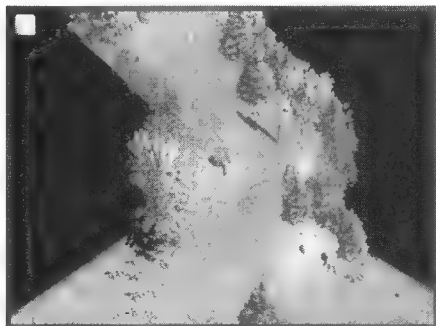
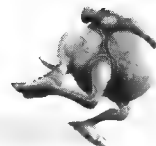


Fig. 25-11. This path takes you to the Ogre town of Grok Torr.



CHAPTER 25 EPISODE 5: OGRE RAID AT THE HAMLET OF BRIJ



TIP

RUN TOWARD THE DOCKS AND DRAW THE OGRESSES BACK TO THE ARCHER GAUNTLET. YOU WON'T GET ANY EXPERIENCE FOR THE KILLS, BUT THEY WILL DO THE JOB.

Go back to the docks and follow the northern path (the sign reads, "Path to Grok Torr") to a cave entrance guarded by Ogresses.

Enter the cave to the northwest and follow its meanderings. Spiders and Bats serve as your welcome wagon. Eventually, the cave opens to the south in a swamp.

Wolves and Ogresses try to impede your progress as you approach to cross the bridge to the east.

Swing south from the bridge to an Ogress camp. Slaughter the campers and search their sacks for a Sturdy Cloak.

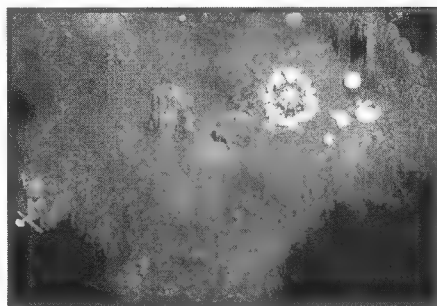


Fig. 25-13. Camping is dangerous with you around.

Follow the path north and wind your way back south to a clearing. Ogres and Ogresses are surprised by your arrival.

Turn east toward a wooden gate, the entrance to Grok Torr, and explore the area to the south. The gate to the town is locked. Outside the fence, you must fend off White Wolves.

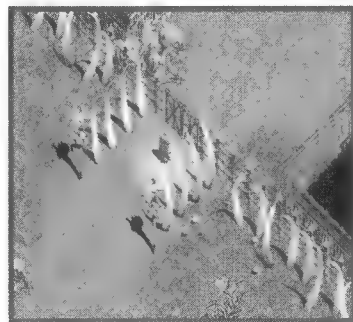


Fig. 25-14. The main gate to Grok Torr is locked.

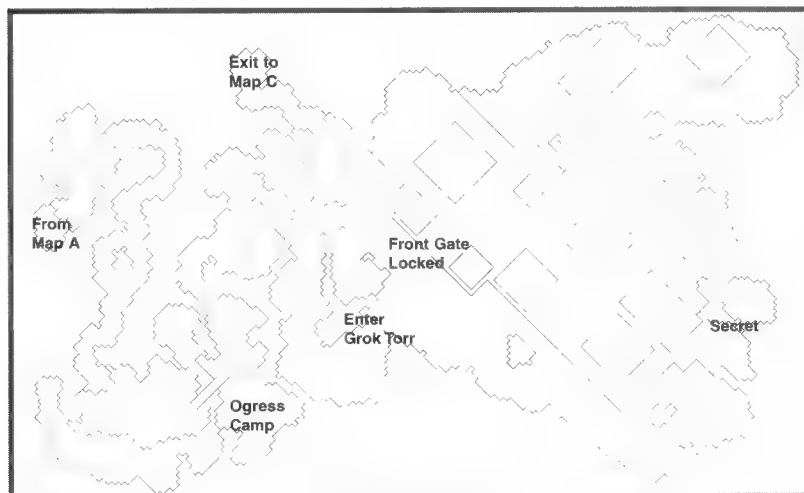


Fig. 25-12. Map B.





TIP

MAKE SOME NOISE
OUTSIDE THE FENCE (HIT IT WITH
YOUR STAFF) AND DROP METEORS OR
PEPPER ARROWS AT ANY OGRES AND
OGRESSES THAT COME TO SEE YOU.

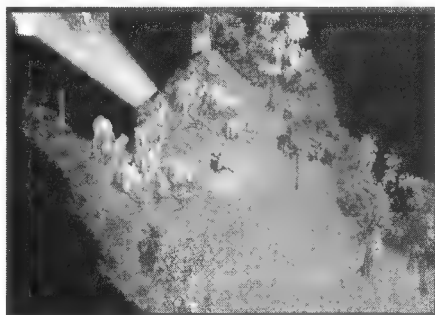


Fig. 25-16. You need to go below ground to get into Grok Torr.

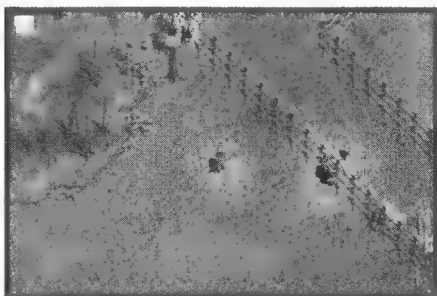


Fig. 25-15. Sniping is both fun and safe.

Retrace your steps and go north past the locked main gate. Be sure to check out the Wolf's den to the south-west. (It houses a Sturdy Leather Tunic of the Wasp's Bane.)

Continue north past more Wolves and Ogres to a cave entrance. Wind to the end of the cave and jump down the hole.

Spelunk into the cave, bearing south and around a central chamber (full of Bats and a Book

of Protect from Poison). Winding around the cave, you deal with Giant Leeches, Spiders, Bats, and Black Bears. Hunt for a Black Bear Beast Scroll.

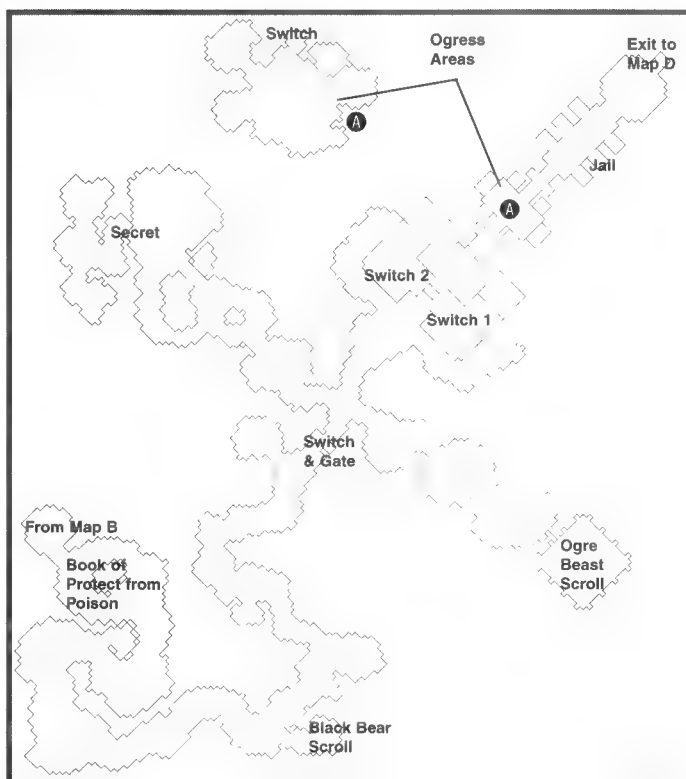
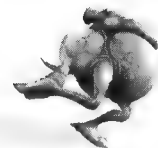


Fig. 25-17. Map C.





This passage terminates at a locked gate and a switch. Pull the red lever to open the way to a four-way intersection.



Fig. 25-18. Pull this switch to continue.

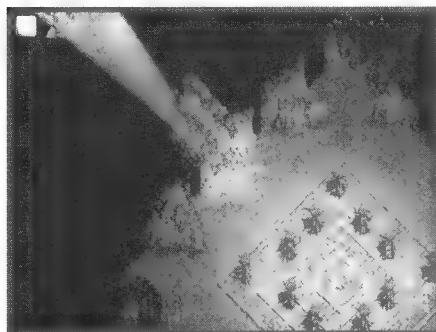


Fig. 25-19. Rush to the center for a very useful prize.

First go south. You need to clear out a room of Ogresses before you can enter the narrow door to the south. Inside, an intricate system of spinning spike columns converges in the center of the room and retracts out to the walls. Run to the safe spot in the dead center of the room as the columns spread outward. Pick up the Ogre Beast Scroll, wait for the spikes to start outward again, and follow them toward the door. Return to the four-way intersection.

Take the northern passage. Scorpions and Bats populate a large room at the end of the hall. More Scorpions break out of a small room to the east.

SECRET AREA

The wall in the northwest corner of the room is home to a Quiver of Spark and the Wasp.

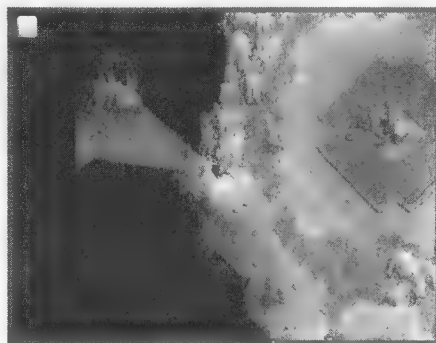


Fig. 25-20. This wall conceals a secret.

Explore the entire area; the inquisitive will uncover Flimsy Leather Leggings of Healing. Go back to the four-way intersection.

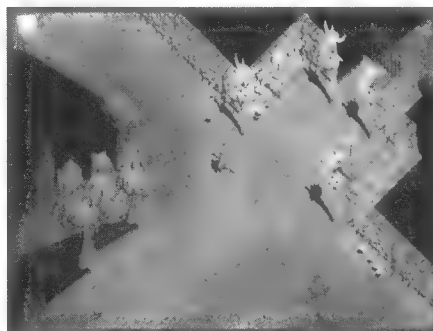


Fig. 25-21. The way is locked . . . twice.

Finally, creep up the east corridor to another four-way intersection and fight





a gang of Ogresses. The path east is blocked by two consecutive locked gates.

Explore the southward path to locate double doors leading north. In the room full of Ogresses, pull the red lever to lift one of the gates blocking the east path.

Return to the intersection and go north to find the other switch. Enter the doorway to the south, brush aside the Ogresses, and pull the second switch to open the way.

Return to the intersection and go east to a room where Ogresses burst from the walls. Explore their hideouts and continue east through the next doorway.

As you enter this Ogress Arena, the door locks behind you and a squad of Ogresses attacks. Take any of the elevators down to continue the fight in the lower level. Search this lower area thoroughly, particularly the gated room to the east.

Locate a switch along the eastern wall. Pull it, go back upstairs, and sneak into the jail to the east.

Review the inhabitants of the cells. Either kill or Charm/banish those you don't want to

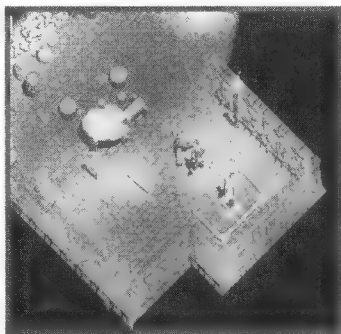


Fig. 25-22. This switch operates one of the gates outside. There's another just like it on the other side.

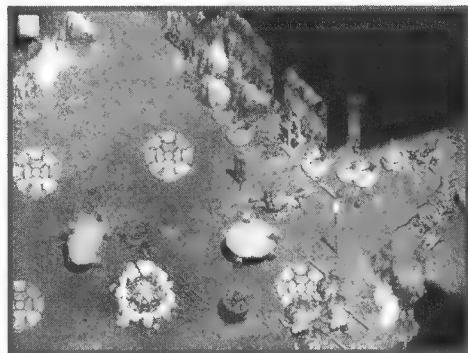
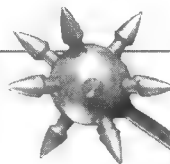


Fig. 25-23. Activate this switch before going topside or you'll have nowhere to go.

enlist. Then, fill your Cage with your choice of creatures.

Avoid or kill the Ogre guard that comes to investigate, pull the switch to open all the cages and search the cells.



NOTE

YOU CAN LEAVE THE BEASTS IN THEIR CAGES IF YOU LIKE, BUT YOU WON'T BE ABLE TO SEARCH FOR SUPPLIES HERE.

Exit east through the door.

Take the elevator to the surface and surprise a pair of Ogresses looking the other way. Leave the room and creep northwest to the Bunkhouse. Snipe through the windows and root around inside for prizes. Clear the entire outdoor area above the locked gate.



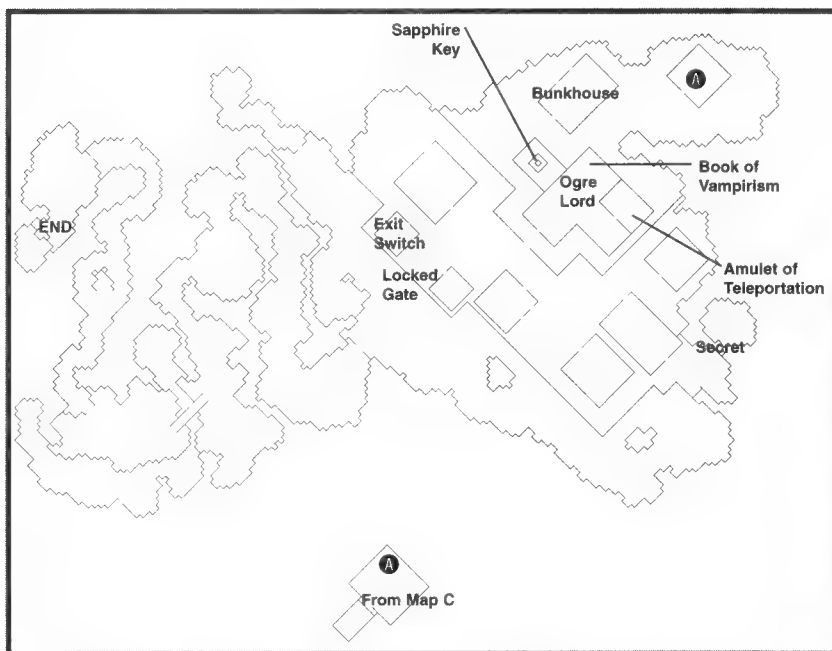


Fig. 25-24. Map D.

corner you and focus on the Lord. Meteor him on the run at every opportunity. Your prize for defeating the Ogre Lord is an Ogress Beast Scroll.

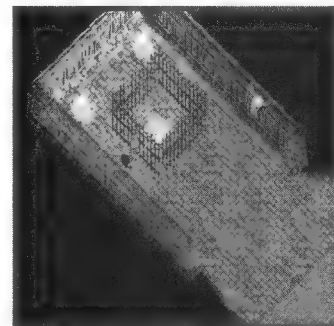


Fig. 25-26. Snag this key to open the locked room to the south.

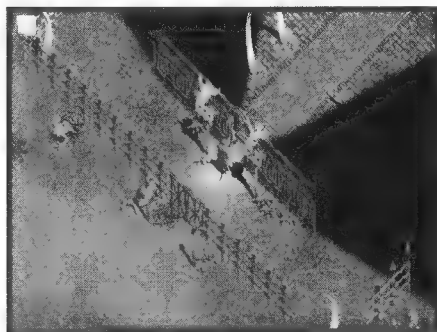


Fig. 25-25. This way to Ogre Lord and his posse.

Snipe through the locked gate before heading east from the gate into the Ogre Lord's hut. This Shuriken-firing giant and his merry band of Ogres attempt to snuff out your little quest right here. Ignore the Ogres unless they

Explore the Ogre Lord's hut. To the north, a Sapphire Key appears in a cage; reach in to get it. (It unlocks the door to the south room.) Enter the southern room to flip a switch (unlocks the gate to the western section of town) and find a Book of Vampirism and the Amulet of Teleportation in a chest. Leave the Ogre Lord's hut and pass through the gates to the west.

Clear this entire area of Ogres, Ogresses, Wolves, Bats, and Spiders. Ransack all the buildings for keepsakes (including a Mighty Staff).





SECRET AREA

In the southeastern corner of Grok Torr, in the back yard of a large hut, look for a Mana obelisk. Next to it is a breakable wall to a Secret Area. A Black Bear protects Sturdy Leather Leggings of the Wasp's Bane.

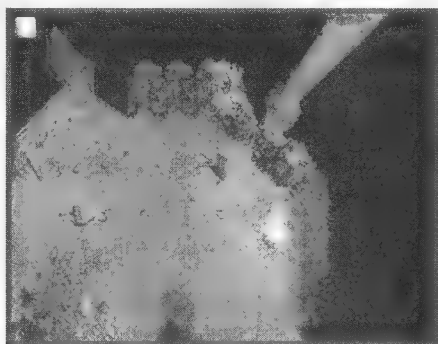


Fig. 25-27. A Mana obelisk marks a Secret Area.

Walk toward the western gate of Grok Torr. Enter the small hut north and east of the gate and pull the switch to open the main gate.



Fig. 25-29. Well done, lad!

Carry the Amulet back to Brin, through the swamp and the cave. When you rendezvous with Horvath, he gives you an Infravision spell and Mana Potions.

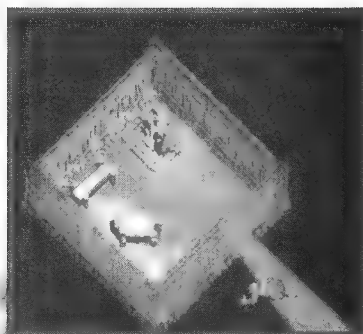


Fig. 25-28. This switch gets you out of Grok Torr.



CHAPTER 26

EPISODE 6: THE HALBERD OF HORRENDOUS

INTRODUCTION

MAIN QUEST

- ♣ The Fortress of Dun Mir is under siege by undead. Fight your way to the throne room and recover the Halberd of Horrendous.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|-----------------|----------------|
| ♣ Necromancer | ♣ Small Spider |
| ♣ Ogress | ♣ Troll |
| ♣ Skeleton | ♣ Urchin |
| ♣ Skeleton Lord | ♣ Zombie |

QUEST AND CONTINUATION ITEMS

- ♣ Halberd of Horrendous
- ♣ Silver Key
- ♣ Sapphire Key
- ♣ Ruby Key

SECRET AREAS

- ♣ 2

SHOPS

- ♣ Bull's Shop



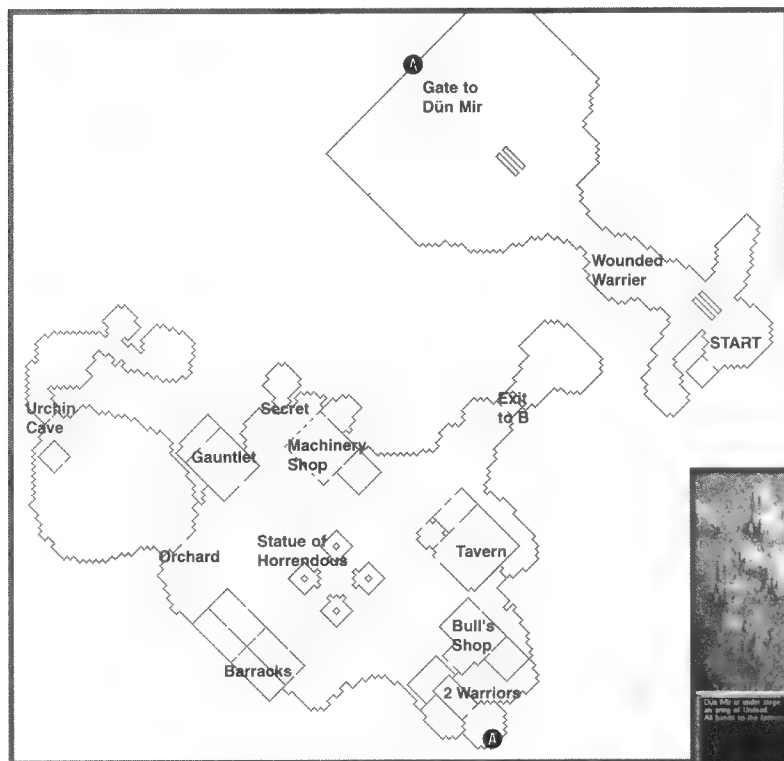


Fig. 26-1. Map A.

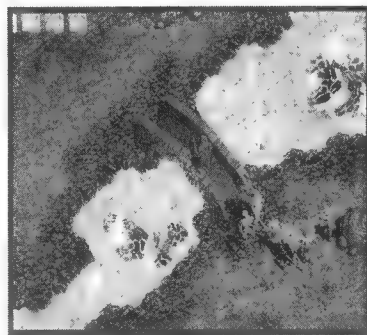


Fig. 26-2. This first battle is a tough one.



Fig. 26-3. Throughout this episode, Warriors will join your cause if you talk to them.

WALKTHROUGH

The Airship Captain drops you off south of the gates of Dün Mir. Cross the bridge to the north and talk to the dying

Warrior—bow your head and inherit his Flimsy Iron Chainmail Tunic (to sell).

Continue north to battle Zombies, a Skeleton Lord, Skeletons, and a Necromancer south of the bridge. Cross the bridge and enter the gate to Dün Mir.



TIP

THESE FIRST TWO WARRIORS, AND SEVERAL MORE DURING THE LEVEL, WILL JOIN YOU IN YOUR JOURNEY. YOU CANNOT COMMAND THEM AS YOU WOULD BEASTS IN A CREATURE CAGE—THEY ARE ALWAYS IN ESCORT MODE. IF ANY OF YOUR COMPANIONS RECEIVE INJURIES, HEAL THEM WITH MAGIC OR DROP FOOD ON THE GROUND FOR THEM TO EAT.



When you enter, people are running away from something. Talk to the guards by the gate; they join you as escorts.

Bull's Shop to the east has great prices (but don't sell him anything unless you really need the money)—it's your only chance to buy a Bow of Swiftness and Force but it's *very* expensive. You should definitely buy the Books of Inversion and Counterspell and juice up your offensive arsenal with a second Book of Meteor.

The town is infested with undead, including several Necromancers. Explore the town as before, but don't approach the eastern gate to the Fortress until you're ready to leave. The Urchin Cave to the north is home to Quiver of Spark.

SECRET AREA

Follow the path between the Machinery Shop and the Gauntlet to a breakable wall.

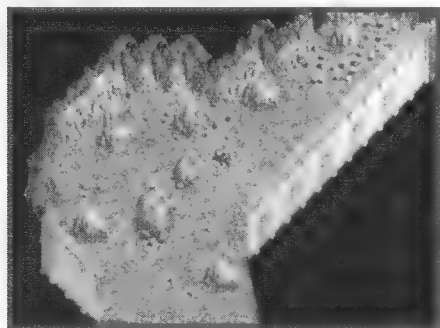


Fig. 26-4. A secret in the northeast corner of town.

Walk to the eastern gate to proceed to the Fortress of Horrendous. The gate is blocked by a massive army of undead. You (with your escorts) may either fight this band or lead them away from the gate, run around them, and sprint through the exit. You can gain a



WHEN YOU GET TO THE FIGHT WITH THE ARMY BY THE GATE, DON'T WORRY ABOUT YOUR TWO PARTNERS. EVEN IF YOU WIPE OUT EVERY ENEMY IN TOWN, THE WARRIORS WON'T ACCOMPANY YOU ANY FARTHER THAN THE EASTERN GATE. ALLOW THEM, THEREFORE, TO DO AS MUCH OF THE FIGHTING AS POSSIBLE. ALSO, DON'T LET LOSING THEM BE A FACTOR IN YOUR DECISION WHETHER TO FIGHT THE LARGE UNDEAD ARMY OR BREAK FOR THE DOOR.

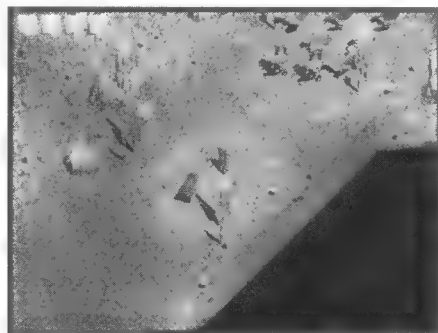


Fig. 26-5. Oh no! That is one big gang of Skeletons.

lot of Experience fighting them, but it might be too much for the weak of heart.

As you emerge outside of town, talk to two Warriors by the gate—they agree to escort you.



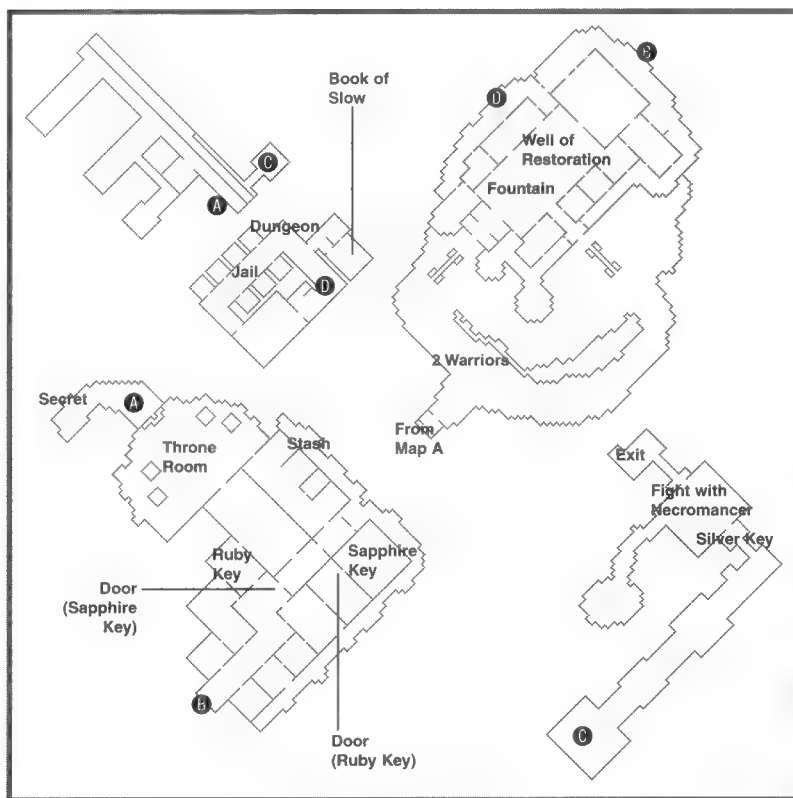


Fig. 26-6. Map B.

Head east to a T-intersection. Both routes go to the Fortress (east and south entrances). There are fewer monsters along the north, but more items to the south.

If you choose to go north, fight off some Skeletons and go north and east across a drawbridge and through the gate. Pull switch to move spike blocks and enter the courtyard.

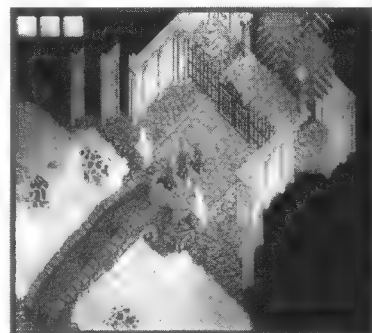


Fig. 26-8. March your intrepid band through the western gate (shown) or try the south.

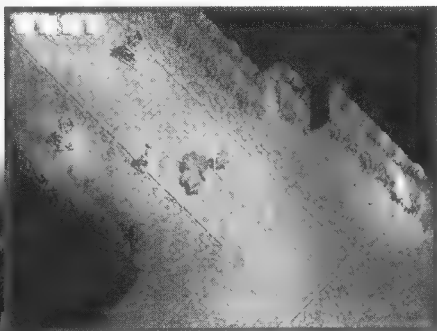


Fig. 26-7. The opposition is lighter to the north, but the rewards are greater to the south.

If, on the other hand, you go south, you'll have to contend with Skeletons, plus Zombies and Skeleton Lords. Follow the path as it turns north to find a dead warrior. Collect his possessions for later sale and cross the drawbridge to the north to enter the Fortress courtyard.

Pick up more Warrior escorts around the fountain and refresh yourself at the Well of Restoration.

Search the entire floor for food and other Warriors. Zombies and Skeletons have found their way into some parts of the Fortress.



Fig. 26-9. *Make more friends and find the Well.*

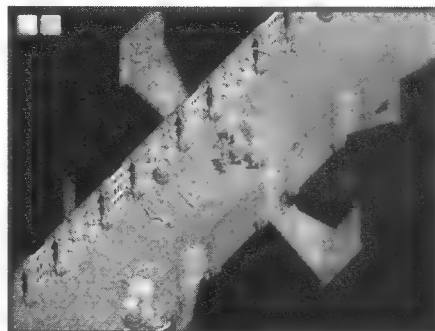


Fig. 26-11. *The dungeon "zoo."*

There's a staircase leading down in the northeast corner of the floor.

Take the staircase down to the dungeon. March east and north. Barred doors on the eastern wall lead to a store-room with a Book of Slow and Mana Potions.

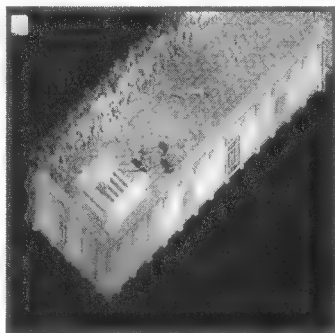


Fig. 26-10. *This staircase leads down to the dungeon.*

Along the north passage, creatures are imprisoned in the cages. Charm some of the creatures and pull the switch to release them; your escorts will attack the other creatures and the Zombie.

Continue counterclockwise around the dungeon, through the torture chamber, and back up the stairs to the main floor.

Take your crew east and south to a staircase leading up to the east.

The second floor has several rooms, some of them locked. You can avoid all locked

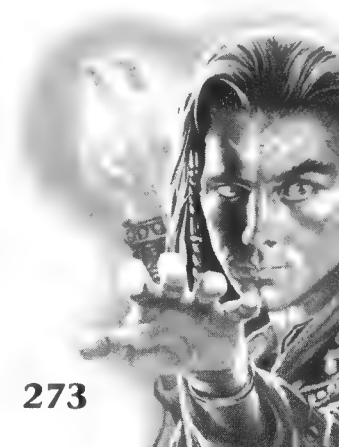
doors entirely by using the secret passage outside the rooms (south and east). The passage is also full of Mana crystals.

To find the secret passage, enter any room on the south wall and look for unusual wall sections—they have a horizontal wood beam across the top. Approach the wall and it rises to admit you to the secret passage. To enter other rooms, activate the same kind of wall panels from the outside.

Inspect all the rooms on the floor for gold, keys (which you won't need if you're using the secret passage), and other stuff.



Fig. 26-12. *In most rooms, look for the odd wall section for hidden entrances to the secret rooms.*



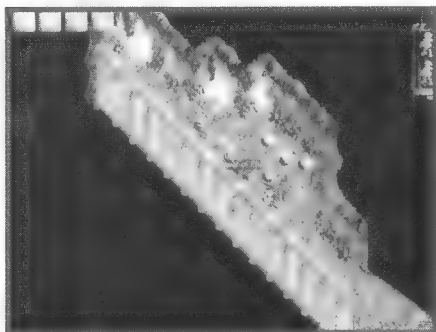


Fig. 26-13. *This stash is hidden along the secret passage's eastern leg.*

In the secret passage, on the east leg, look for a stash of items: Mana Potions, gold, and a Quiver of Fire.

South of the stash, enter the first alcove on the west and go through the wall to a secret hallway. Pass through one door and north through double doors flanked with shields. Continue north through a

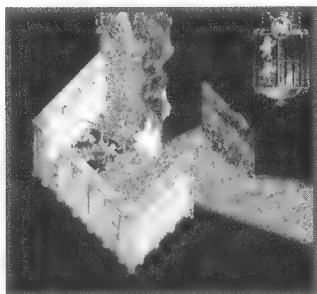


Fig. 26-14. *Enter the hall via the hidden door in this alcove on the secret passage's east leg.*

long room decorated with large Wolf statues.

In the throne room, talk to Horrendous. Soon, Hecubah brazenly enters, challenges the Warrior chief, and makes short work of him and his



Fig. 26-15. *Horrendous is no match for Hecubah.*

elite guard of Fire Knights. Hecubah's Necromancer steals the Halberd of Horrendous and exits to the north.

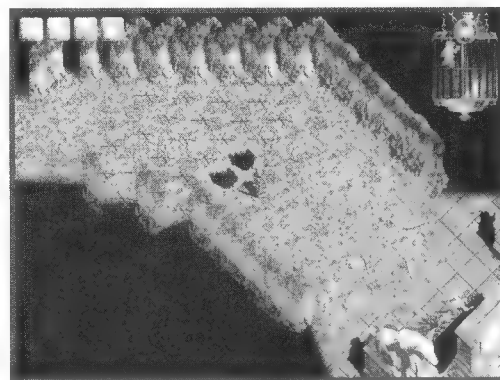


Fig. 26-16. *The floor to the northwest is severely unstable.*

Gather up the fallen Warriors' armor and wear it to pummel a large group of Skeletons, Skeleton Lords, and Zombies. Walk carefully into the north passage until you see holes in the floor. The entire floor from here to the west will break away if trod upon. Coax your party into the hole ahead of you and then drop down yourself.





SECRET AREA

After you've sent all your escorts down the hole (they will foil your plans for this Secret Area if you let them hang around), save and look down the path to the west. Look for small alcoves in the southwestern wall along the breakable floor. Jump to the first alcove and then to solid ground to the north. An alcove to the north holds gold and potions.

Drop through the floor when you're done.

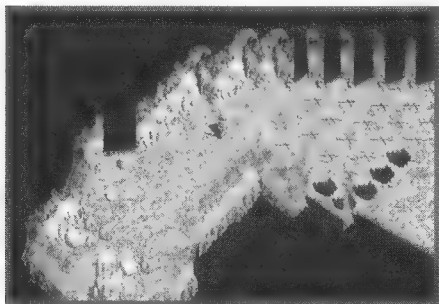


Fig. 26-17. *Jump cautiously along the walls to get to this secret.*

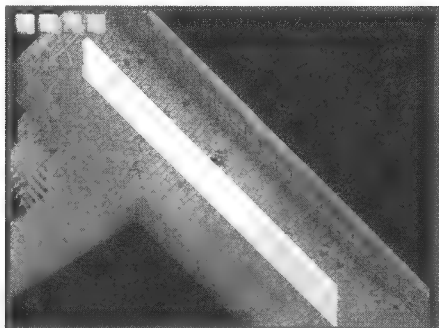


Fig. 26-18. *Thankfully, the magic wall does not extend all the way.*

As you drop to the basement below, the Necromancer builds a magical wall to block your following him. Go north. Rooms to the

west contain food for you or your escorts. Fight Skeleton Lords (your escorts may have already pounded them) to get to the top of the wall, where a gap allows you around to the east.

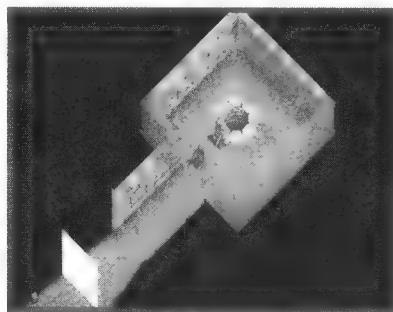


Fig. 26-19. *You'll need to follow the Necromancer into the sewer.*

Once around the wall, lead your band south, then east, and down an elevator to a lower sewer tunnel.

Splash down the tunnel to the east and go north at the spike blocks. Turn north to a small room. The door is locked but the Silver Key is in a nearby barrel. Enter the room to the north.

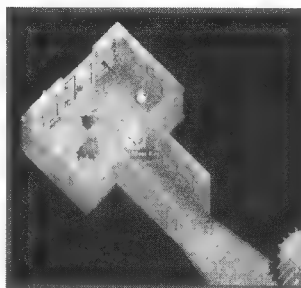
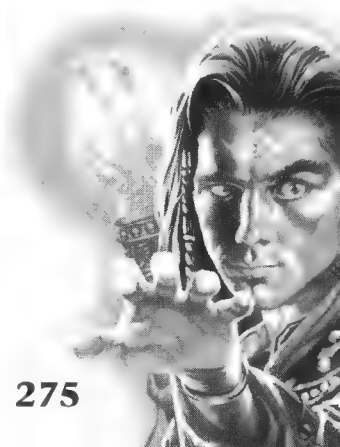


Fig. 26-20. *The key you need is in the chest next to you.*



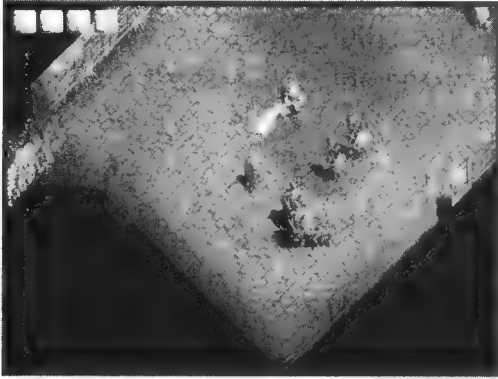
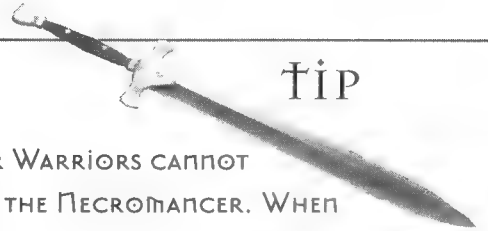


Fig. 26-21. While the Skeleton Lords fight your band of heroes, go after the Necromancer yourself.

Hecubah has left behind her Necromancer (who is holding the pilfered Halberd) and a cadre of Skeleton Lords. Let your party battle the Skeleton Lords while you focus on the Necromancer.



TIP

YOUR WARRIORS CANNOT HURT THE NECROMANCER. WHEN THE SKELETON LORDS ARE GONE, YOUR PALS WILL FOCUS ON THE SPELL CASTER, MAKING IT DIFFICULT FOR YOU TO GET TO HIM. IT MIGHT BE PRUDENT TO LET THE NECROMANCER KILL YOUR ALLIES AND THEN POUNCE ON HIM.

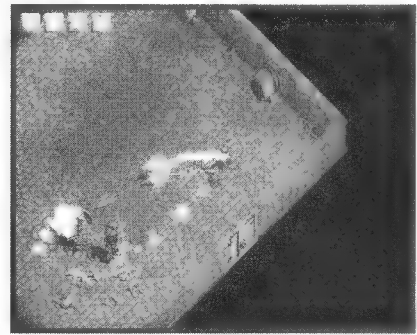
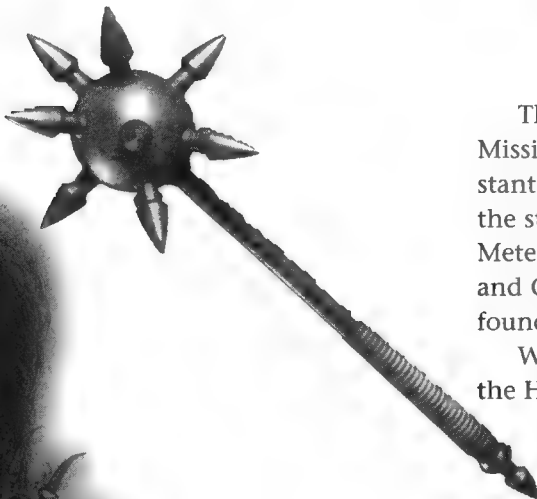


Fig. 26-22. Keep The Necromancer visible and slow. Turn his own magic back at him.



The Necromancer casts Fireballs, Confuse, Missiles of Magic, Slow, and Invisibility. Constantly cast Infravision and Pixie Swarm. Use the standard combination of Slow and Meteor, but don't underestimate Inversion and Counterspell. Helpful supplies can be found in the cave to the west.

When the Necromancer perishes, pick up the Halberd and exit to the north.

CHAPTER 27

EPISODE 7: THE HEART OF NOX

INTRODUCTION

MAIN QUEST

- ♣ Recover the Heart of Nox from the top of the Tower of Illusion.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|--------------------|-------------|
| ♣ Ember Demon | ♣ Ogre Lord |
| ♣ Imp | ♣ Ogress |
| ♣ Mechanical Flyer | ♣ Wolf |
| ♣ Ogre | |

QUEST AND CONTINUATION ITEMS

- | | |
|----------------|--------------------|
| ♣ Gold Key | ♣ Silver Key |
| ♣ Ruby Key | ♣ The Heart of Nox |
| ♣ Sapphire Key | |

SECRET AREAS

- ♣ 3

SHOPS

- | | |
|-------------------|-----------------|
| ♣ Griffon's Nest | ♣ Bright Blades |
| ♣ Mlurgh's Tavern | ♣ Phim's |
| ♣ Wizard's Keep | ♣ Loproc |
| ♣ Kincaid's Armor | |



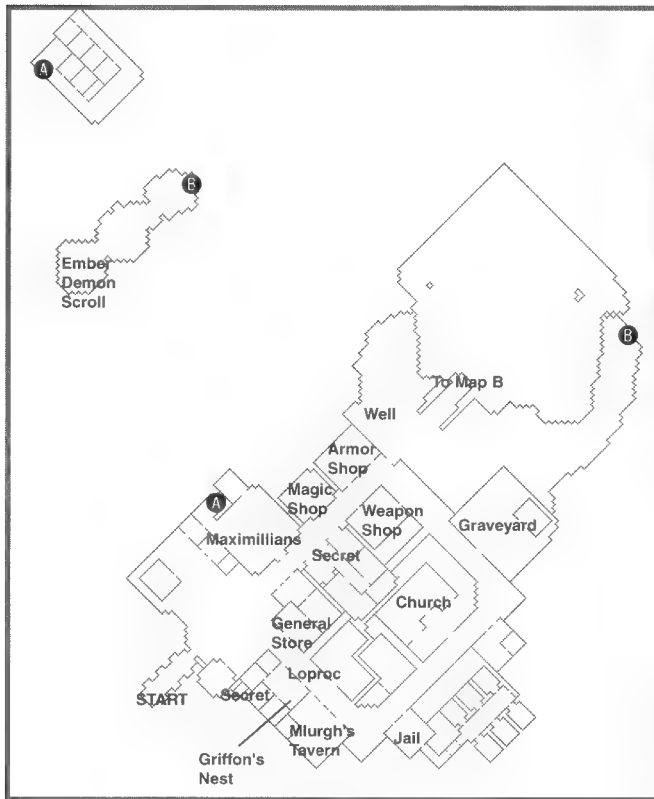


Fig. 27-1. Map A.

WALKTHROUGH

Leave the Airship Captain and slip inside the town gate to the north.

Explore the town, rummaging through all the houses and shops, before heading on your mission into the Wizard's Tower of Illusion. Nothing you'll find there is as good as what

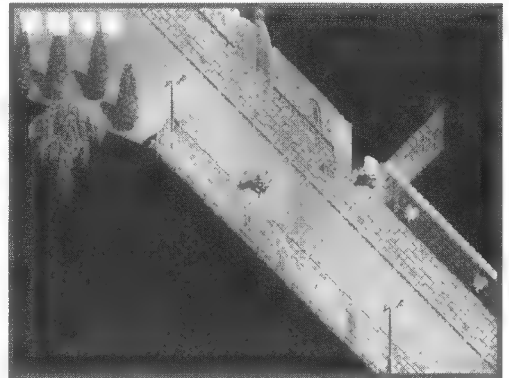


Fig. 27-2. Loproc should be your first stop.

you can get in town, so allow yourself a little spree. Go shopping at all the merchants. Buy any spells you can find, especially the Book of Fist of Vengeance.

SECRET AREA

Facing Loproc, turn to the west and enter the Griffon's Nest. Enter the left-hand door on the north wall and turn to the west. The wall opens into a small room; break the west wall to open a Secret Area with a Quiver of Dazing.

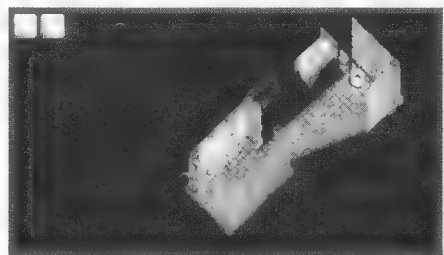
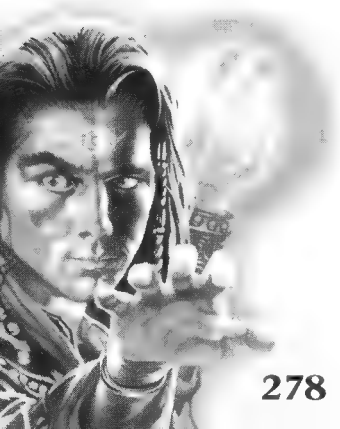


Fig. 27-3. This secret lies behind a couple of walls.



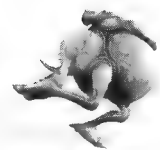


Fig. 27-4. This way to the Tower.

When you've done all your business, go to the northeast corner of town, drink from the Well of Restoration if you need it, and pass through the gate.

SECRET AREA

From the fountain near the town's northwestern gate, walk east (toward the eastern gate to the Tower). About halfway down the block, you spy a locked door to the south. Look into the window east of the door. A Wolf tours the room. Charm the Wolf and walk to the door; the Wolf will open it for you.

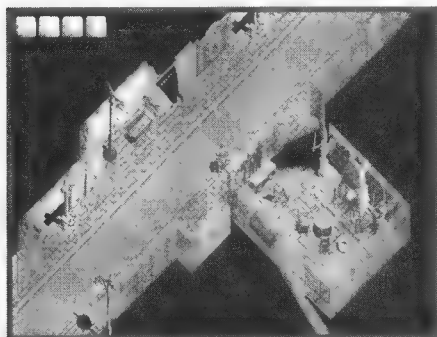


Fig. 27-5. Here wolfie, wolfie, wolfie.

If the Wolf misbehaves and fails to open the door, command it to Hunt. Switch the mode back to Escort when the door is open.

Explore the house. Go down the hall to the south and through the south door to a room full of crates and barrels. In this treasure trove, nab Sulphurous Shower Staff of Recharge, a Quiver of Dazing, and a Quiver of Stunning. A room off the hall to the west holds a large bag of gold.



TIP

IF YOUR INVENTORY GETS TOO FULL IN THE TOWER OF ILLUSIONS, YOU CAN ALWAYS LEAVE, SELL YOUR FINDINGS IN TOWN, AND RETURN TO WHERE YOU LEFT OFF.

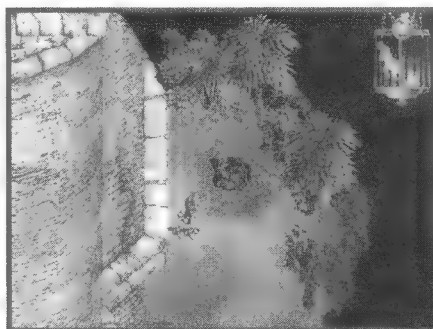


Fig. 27-6. Into the hot basement of the Tower.

Approach the Tower of Illusions, but first follow the tower wall





PRIMA'S OFFICIAL STRATEGY GUIDE

around to the south and east to locate a fiery elevator. Take it down to a little slice of the underworld. Exchange blows with Ember Demons to find an Ember Demon Beast Scroll. Return to the surface.



TIP

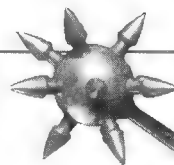
REMEMBER THAT EMBER DEMONS ARE IMMUNE TO FIRE ATTACKS.



Fig. 27-7. The Tower awaits.

Go back to the main stairs and enter the Tower.

Ogres, Ogresses, Ember Demons, and other sundry, undesirable beasts have overrun the Wizard's Tower.



NOTE

WIZARDS THROUGHOUT THE TOWER WILL FIGHT THE MONSTERS ALONGSIDE YOU AND CAST HEALING SPELLS ON YOU IF YOU'RE BELOW 50%. LET THEM DO MUCH OF THE WORK WITH THE OVERWHELMING NUMBERS OF ENEMIES. AFTER THEY EXPIRE, COLLECT THEIR POSSESSIONS TO SELL LATER.

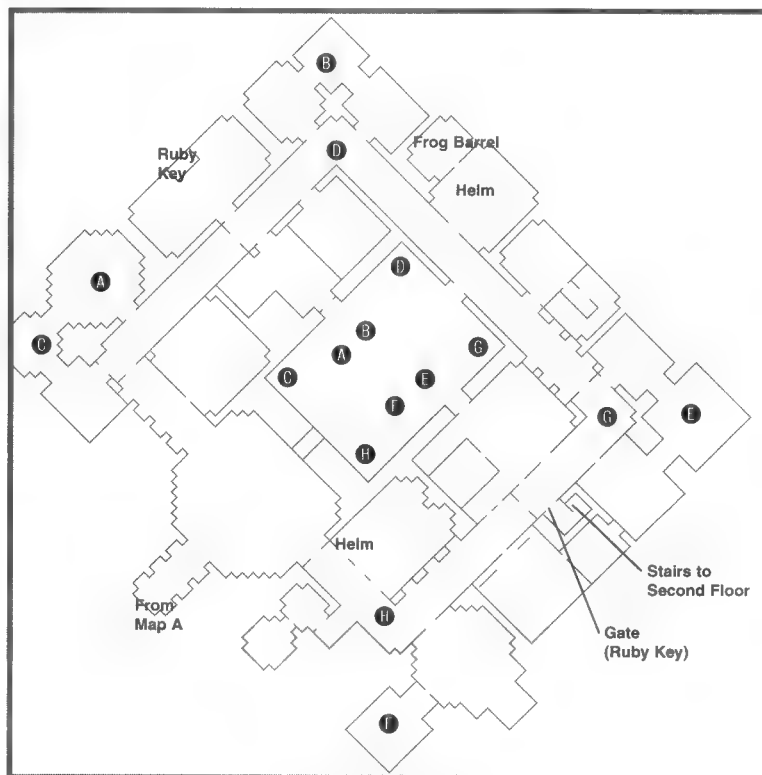


Fig. 27-8. Map B.

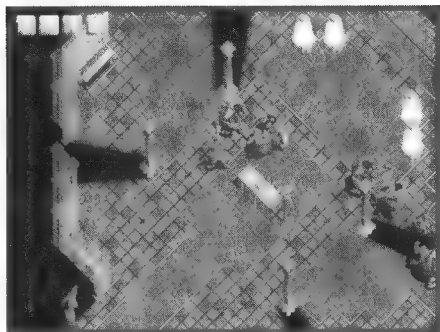


Fig. 27-9. The receptionist's desk is your starting point.

As you enter, move east toward the receptionist's desk (manned by Ogresses and Ogres). Go briefly south and into the first door on the east to find a Sturdy Leather Helm of the Dragon's Claw.

Return to the receptionist's desk and go north through the door to an eastbound hallway.



Fig. 27-10. Reach through the fence after dealing with the Ogres.

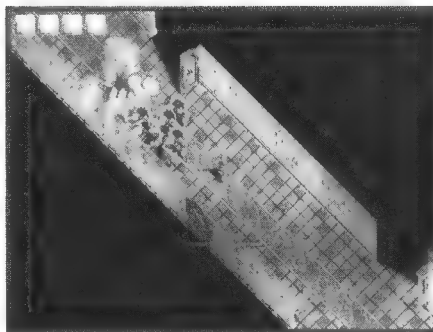


Fig. 27-11. The Fist of Vengeance pulverizes pursuing Ogres.



THE TELEPORTER SYSTEM ON THIS LEVEL IS NOT CRUCIAL TO YOUR MISSION; IT'S JUST A SERIES OF SHORTCUTS. THIS WALKTHROUGH DOESN'T EVEN CONSIDER THEM.

Plow down the hall to the east. Halfway down the hall, go east through double doors and burst into the room to the north. Ogre Lords and Ogres try to keep you from the Ruby Key. Reach through the fence to claim it and return to the hall.

Return to the hall and continue, bearing south as you turn the corner. The second door to the east leads to Lab 1. The door on the north wall conceals a storage area with a barrel full of frogs, a Sturdy Leather Armor of the Dragon's Claw, and a Quiver of Polyp. Return to the hall.

Continue south. The next door to the east leads to a fight with three Mechanical Flyers. Defeat the first wave, then enter the





room to the south and down four more. There's a lot of gold for your trouble.

Go back to the hall and turn. The signs at each staircase give a hint of what's to come. Ascend the stairs.

A door to the north takes you to the second floor hallway. Explore the southern portion of this floor. Turn east down the hall. Turn the corner to go north and then go west.



TIP

BEFORE GOING UPSTAIRS,
EXPLORE THE REST OF THE FLOOR
FOR GOODIES.

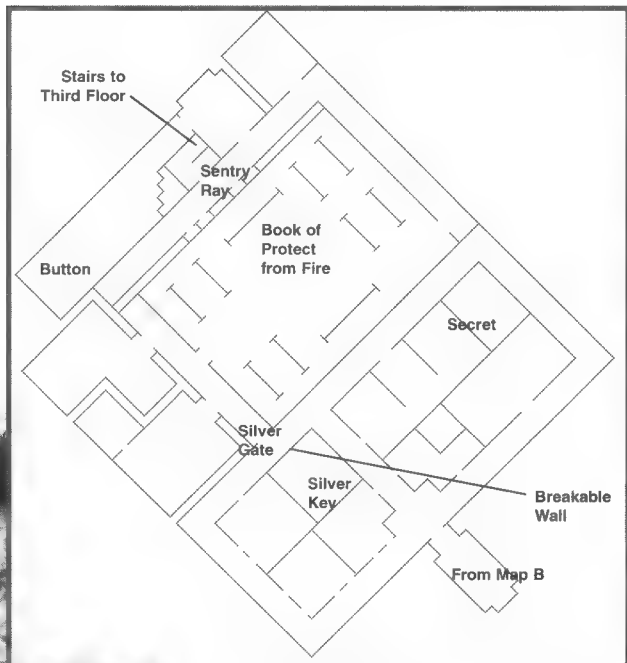


Fig. 27-12. Map C.

SECRET AREA

Enter the first double doors to the south and go east to a pressure plate. Find a Quiver of Numbness and Mighty Armbands of the Dragon's Claw.

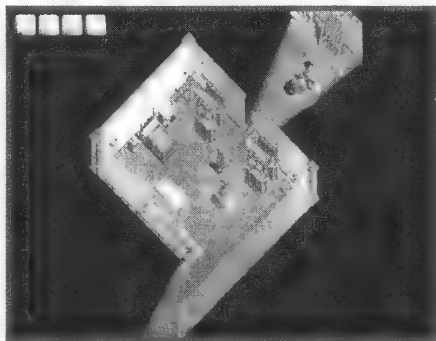


Fig. 27-13. This way to a rare secret.

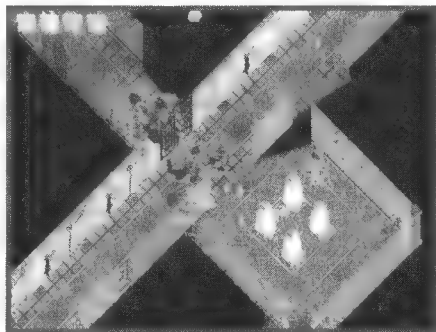


Fig. 27-14. Eliminate the threat before walking into the line of fire.

Be wary of an iron gate on the north wall; it's locked with a Silver Key and is guarded from the other side. Drop a Meteor or Fist on the Ogre Lord to stop the Shuriken sniping.



Immediately south of the gate, break open the wall to reveal the Silver Key amidst four Mana obelisks. Go north through the Silver Key gate.

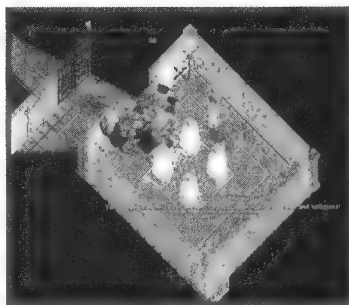


Fig. 27-15. The Silver Key is south of the iron gate.

Explore the rooms to the west and finally enter the door to the east. The library is full of Ogres, Ogre Lords, and Ember Demons. Collect the Book of Protect from Fire and exit the library via the east door.

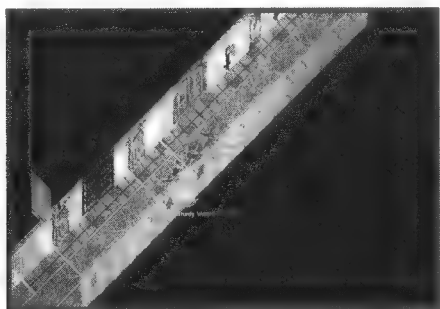


Fig. 27-16. Sentry Rays block the way to the stairs.

Go north up the hall and turn the corner to the west. The corridor is rendered impassable by a series of Sentry Rays.

Enter the second door to the north, defeat the Ember Demon, and open the chest for a Gold Key.

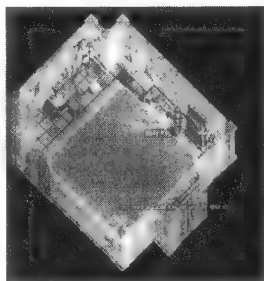
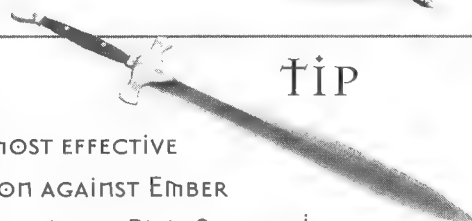


Fig. 27-17. You need the Gold Key to turn off the Rays.



TIP

THE MOST EFFECTIVE WEAPON AGAINST EMBER DEMONS IS THE PIXIE SWARM. JUST POKE YOUR HEAD INTO A ROOM UNTIL THE PIXIES SPOT THEIR TARGET. THEY'LL DO THE WORK, EVEN IF YOU'RE IN THE HALL. TOXIC CLOUD IS EFFECTIVE AS WELL.

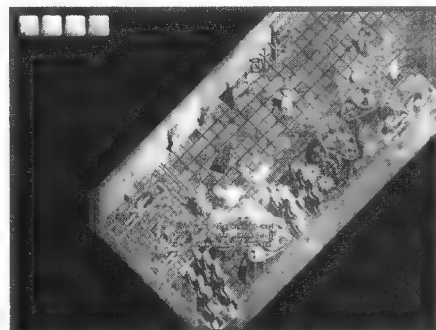


Fig. 27-18. Push the red button after you've dispatched the Demon.

Go west through the double doors to the gear room and heed the Wizards' call for help. Slaughter the Ember Demons and push the button to disable the Sentry Rays.

Return to the hall and sprint west to the first door and take the stairs up to the third floor.

Exit through gates to the south and go west down the hall. After turning south again, the two rooms to the



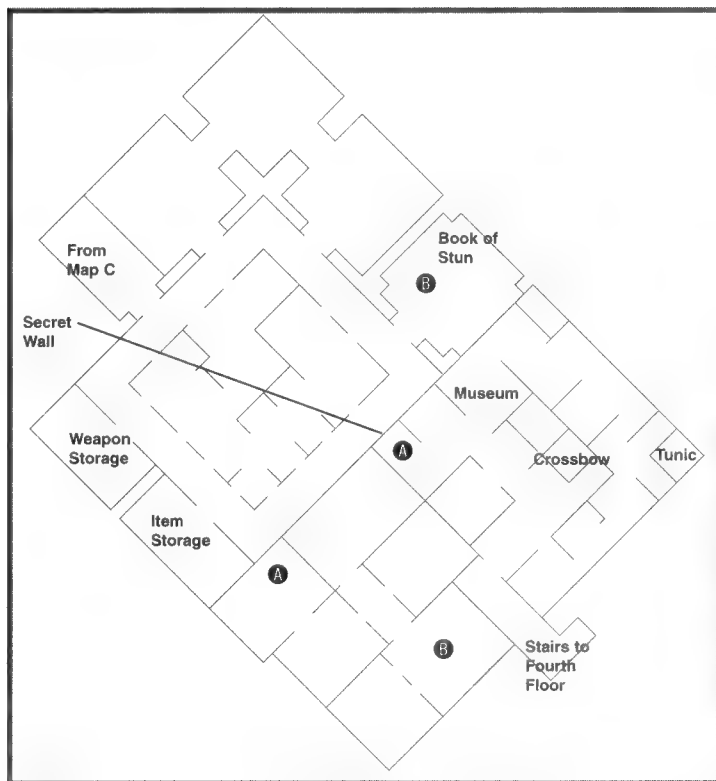


Fig. 27-19. Map D.

west are, respectively, weapon and armor stashes.

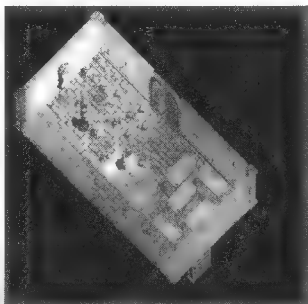


Fig. 27-20. Break everything you see to find out what's stored here.



TIP

DON'T FORGET TO EXPLORE THE NON-ESSENTIAL ROOMS ON THIS FLOOR. THERE'S COPIOUS LEATHER ARMOR TO BE FOUND.

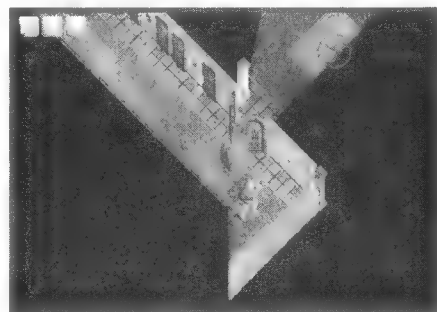


Fig. 27-21. This room contains a teleporter.

Turn the corner to the east, turn north, and immediately go in the first door to the east. Grab the Book of Stun and step onto the teleporter to be transported to a room near the southwestern corner of the floor. Ember Demons attack on arrival; be ready to dodge.

Trek north and take the first turn west. Next, go through the door to the north and step on the teleporter into the museum.

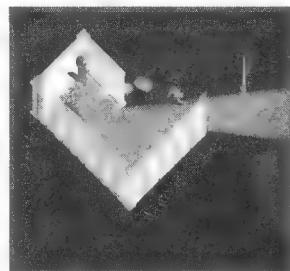
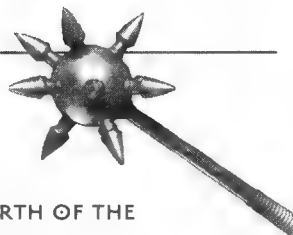


Fig. 27-22. Your arrival in the museum is not appreciated.



NOTE



THE WALL NORTH OF THE MUSEUM TELEPORTER DESTINATION DROPS AWAY WHEN YOU APPROACH IF FROM THIS SIDE. THIS ALLOWS YOU TO GO BACK TO THE TOWN TO SELL ITEMS IF YOU NEED TO.

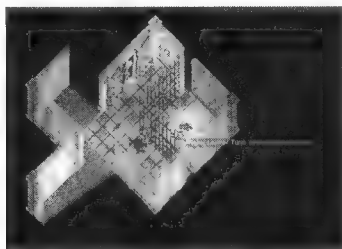


Fig. 27-23. The Mighty Leather Tunic of the Dragon's Claw.

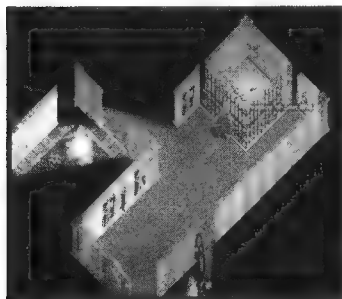


Fig. 27-24. The Crossbow of Swift Bolt.

Moving clockwise, search the museum for potions, a Mighty Leather Tunic of the Dragon's Claw, and a Crossbow of Swift Bolt.

Exit the museum from the southwest corner and turn south to find the stairs up to the fourth floor.

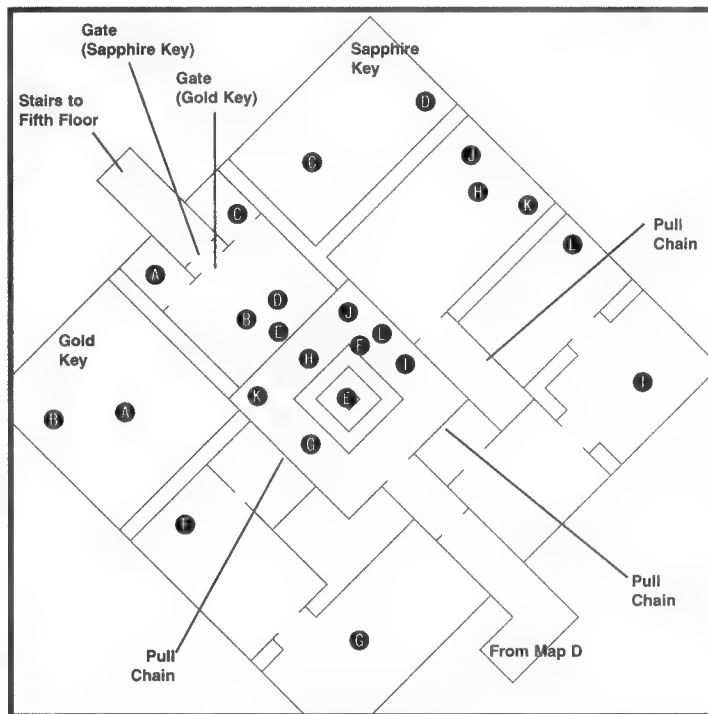


Fig. 27-25. Map E.

Go north from the stairs, passing through an iron gate and double doors with a full cloud of Pixies around you. The room is lousy with Ember Demons and equipped with a mind-boggling array of teleporters. Three fences surround a central teleporter.

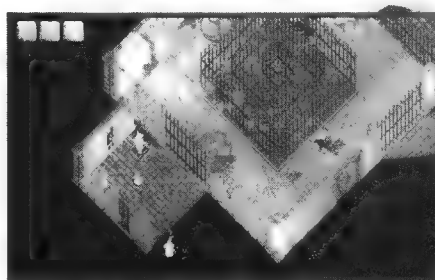


Fig. 27-26. Enter with Pixie Swarm blazing.



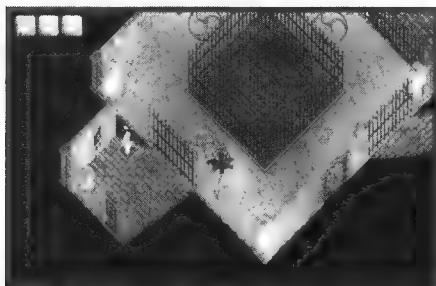


Fig. 27-27. Start with this teleporter.

Step on the western teleporter and move west and through the door north. Douse the pair of Ember Demons and go east to tug on a pull-chain switch (opens the first fence around the central teleporter). Go west and step on the teleporter to return to the center.



Fig. 27-28. This switch opens the second fence to the teleporter.

Step on the northern teleporter and make a beeline to the hall to the south. Pull the

chain (opens the second fence around the central teleporter) and go to either teleporter in the previous room to return to center.

Step on the eastern teleporter to travel to the southeast corner. Fight your way west

and north to another pull-chain (opens the last fence) and hop onto the teleporter in the previous room to return to center.

Cast Pixie Swarm and walk onto the central

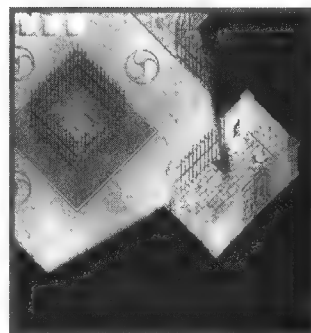


Fig. 27-29. Switch 3.

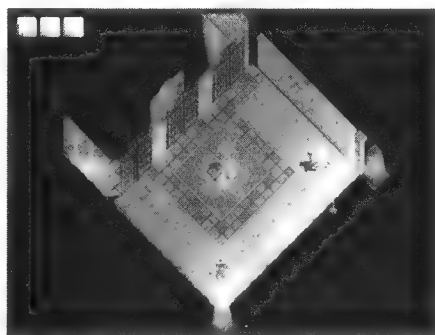


Fig. 27-30. Here's your next step.

teleporter to travel north. Immediately tussle with two Ember Demons. North of you, the stairway is blocked by two gates (requiring a Gold Key and a Sapphire Key). There are teleporters on either side.

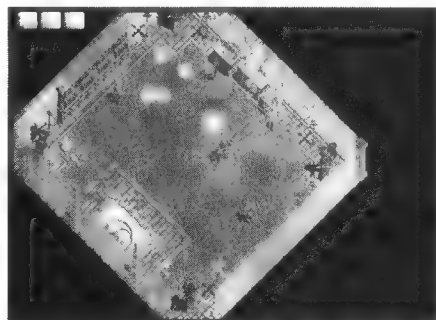
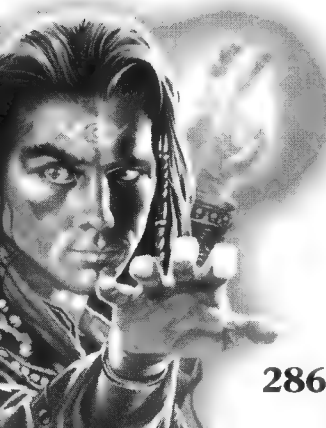


Fig. 27-31. A pair of Demons don't want you to have the Key.





Go first into the western teleporter. Two more Ember Demons guard the Gold Key. Step on the teleporter to return.

Next, take the eastern teleporter and rifle through the chest for a Sapphire Key. Step on the teleporter to return.

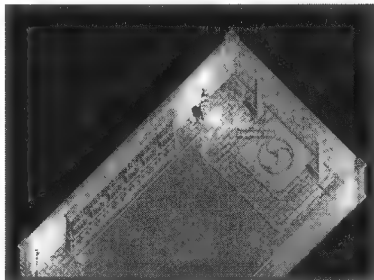


Fig. 27-32. Ransack the place for the Sapphire Key.

Go through both gates and up the stairs to the fifth floor.

From the stairs, go south and follow the room east and north.

Go south and exit that room through the south exit. Turn west and exit into a crowded hallway.

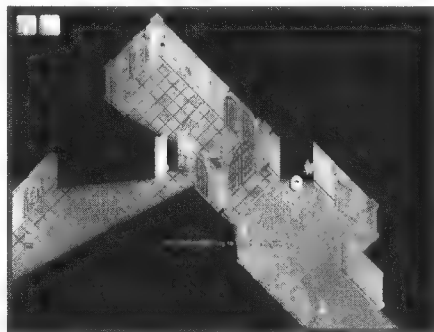


Fig. 27-34. The Ruby Key door.

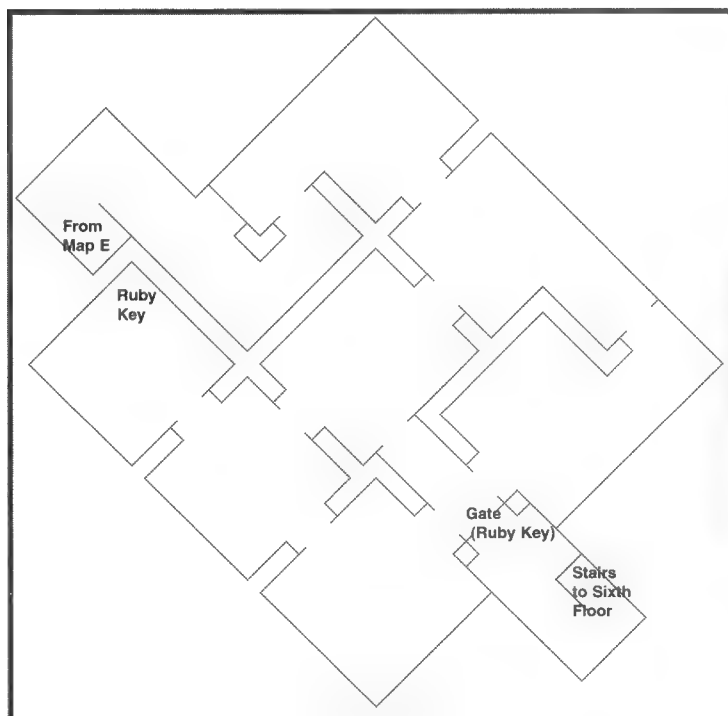


Fig. 27-33. Map F.

The iron gates here are sealed with a Ruby Key—you'll come back here when you get it. Go west through the door and turn north to pass through two more doorways.

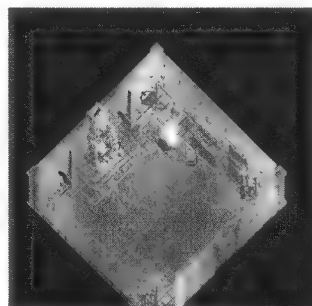
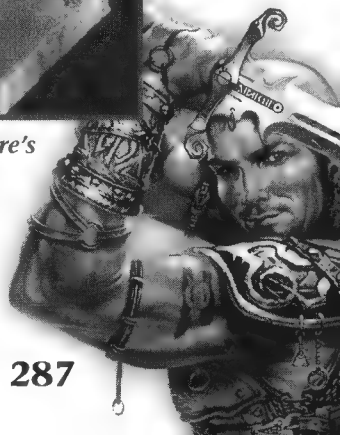


Fig. 27-35. Here's your key.





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The chest here has a Ruby Key. Take it and go back to the ruby gate. Pass through the gate and go upstairs to the sixth and final floor.

When you arrive, you witness a confrontation between Horvath and Hecubah. Horvath comes out on the losing end of this argument. In fact, Hecubah vaporizes him and several of his Wizard guards.

Horvath's guards will kill Hecubah's escorts. Afterward, approach one of the Wizard guards who will tell you to enter the teleporter to the north.

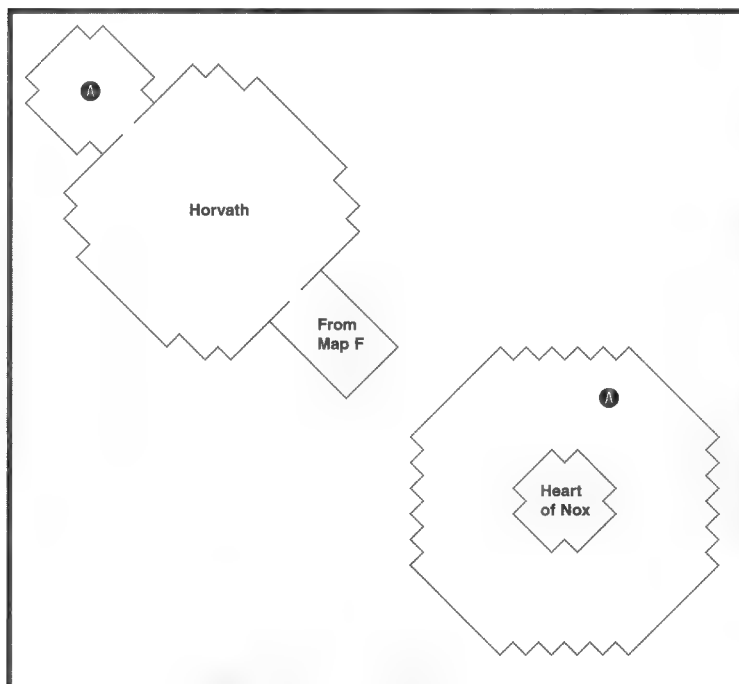


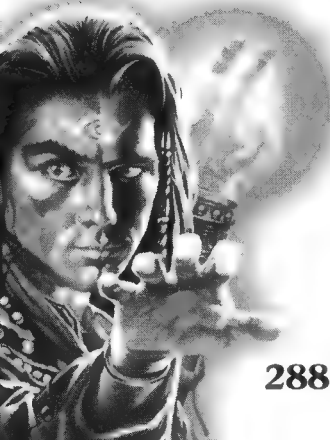
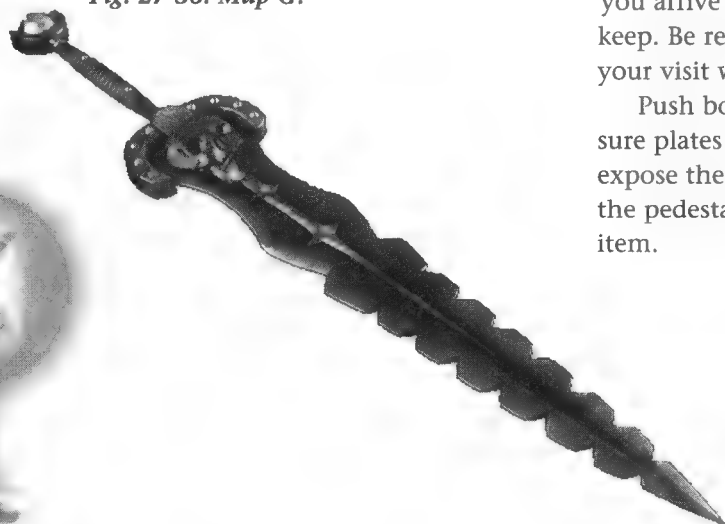
Fig. 27-36. Map G.



Fig. 27-37. Push the boxes onto the plates to acquire the Heart of Nox.

Three Ember Demons await as you arrive in the Heart of Nox keep. Be ready when you arrive or your visit will be painfully brief.

Push boxes onto three pressure plates to lower the fence and expose the Heart of Nox. Touch the pedestal to claim the coveted item.



CHAPTER 28

EPISODE 8: THE WEIRDLING BEAST

INTRODUCTION

MAIN QUESTS

- ♣ Obtain passage to the Temple of Ix from Aldwyn the Conjuror.
- ♣ Retrieve the Weirlding Beast from the Temple of Ix.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|----------------|---------------------|
| ♣ Bat | ♣ Mimic |
| ♣ Beholder | ♣ Polyp |
| ♣ Bomber | ♣ Scorpion |
| ♣ Cave Spider | ♣ Small Cave Spider |
| ♣ Grizzly Bear | ♣ Stone Golem |
| ♣ Imp | ♣ White Wolf |

QUEST AND CONTINUATION ITEMS

- | | |
|--------------|-------------------|
| ♣ Gold Key | ♣ Weirlding Beast |
| ♣ Silver Key | |

SECRET AREAS

- ♣ 7

SHOPS

- | | |
|-----------------|--------------|
| ♣ Belfor's Shop | ♣ Magic Shop |
| ♣ Barkeeper | |



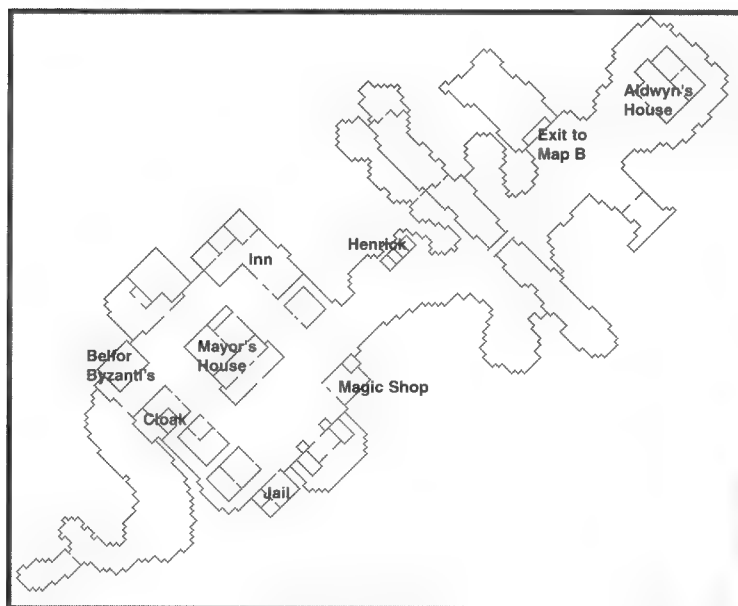


Fig. 28-1. Map A.

In the first house to the south, go to the back room for a Grand Cloak of the Polyp's Bane. Search the other houses on this block for gold and supplies.

At the Tavern, the Barkeeper has a Mighty Staff of Force for sale. The Magic Shop has several useful spells and scrolls.

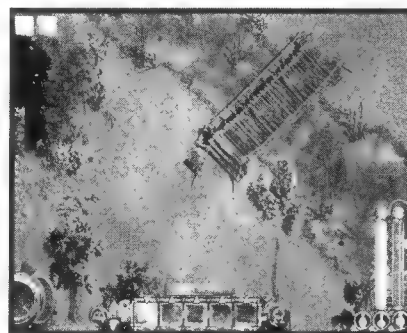


Fig. 28-3. The bridge has been repaired since your last visit.

WALKTHROUGH

The Airship Captain gives you a Book of Summon. March east toward Ix's western gate and talk to the guards. Aldwyn is looking for you. Head inside.

Explore the town and go shopping. You know where everything is.

Leave town to the east, past Henrick the Wolf Charmer. Continue north, over the bridge (now repaired), to a crossroads marked by three Mana obelisks.

Stomp north from the crossroads to Aldwyn's home and speak to the Conjurer. He gives you a key to open the Temple of Ix. Check out his house for supplies.

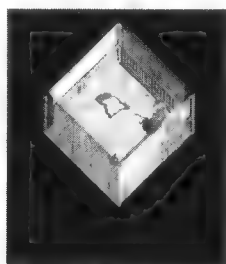


Fig. 28-2. Look around back for a precious Cloak.

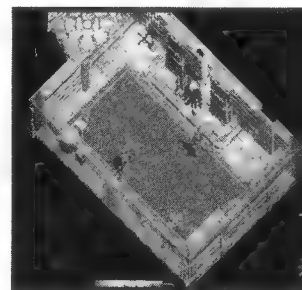


Fig. 28-4. Aldwyn's





Fig. 28-5. The gate to the Temple of Ix.

Leave Aldwyn's home to the west and go north at the Mana obelisks to reach the gate to the Temple of Ix. It opens if you have the key.

Hike north through the Temple gates. The path is patrolled by a White Wolf and terminates at the opening to a cavern.

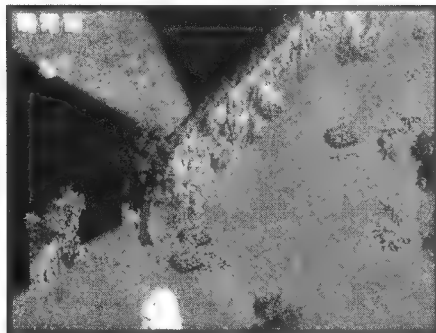


Fig. 28-7. This cavern leads to the main Temple entrance.

Follow the cavern north. A Grizzly wanders out of its den from the southeast. Enter the den to fight a second Grizzly. A Quiver of Dazing and steaks are your reward.

As the cavern turns east, raid a Grizzly den to the north for more Meat. Follow the cavern east and exit through the doorway.

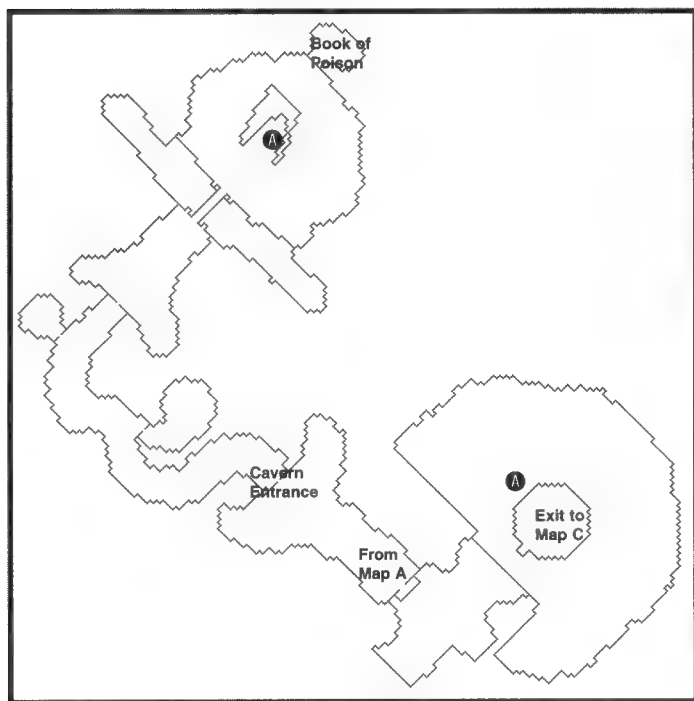


Fig. 28-6. Map B.

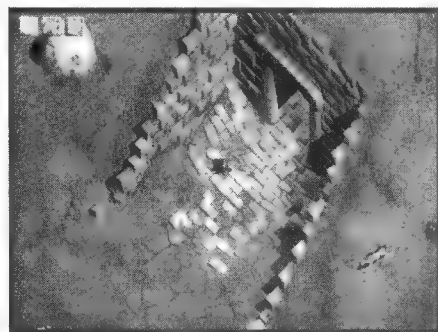


Fig. 28-8. The Temple gate.

Fight several White Wolves and behold the entrance to the Temple of Ix.





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East and uphill from the temple door is a Wolf den with several Wolves and a Book of Poison.



Fig. 28-9. Go down the stairs to find the Weirlding Beast.

Enter the great stone doorway to the Temple and, after meeting with the priest, descend the stairs.

East from the stairs, a boulder blocks the corridor ahead. Push it a bit to get it rolling or destroy it with your Staff. If it rolls far enough, you see pits in the floor leading to an underground passage.

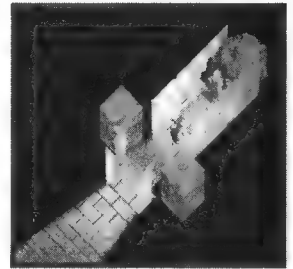


Fig. 28-11. Push the boulder to pass and expose dangerous pits.

If you fall into these pits, you'll have to fight your way through Spiders and Scorpions back to an elevator at the extreme western end of the passage. Breakable walls separate the sections of the passage. There are chests of gold and potions here, but otherwise no reason to visit.

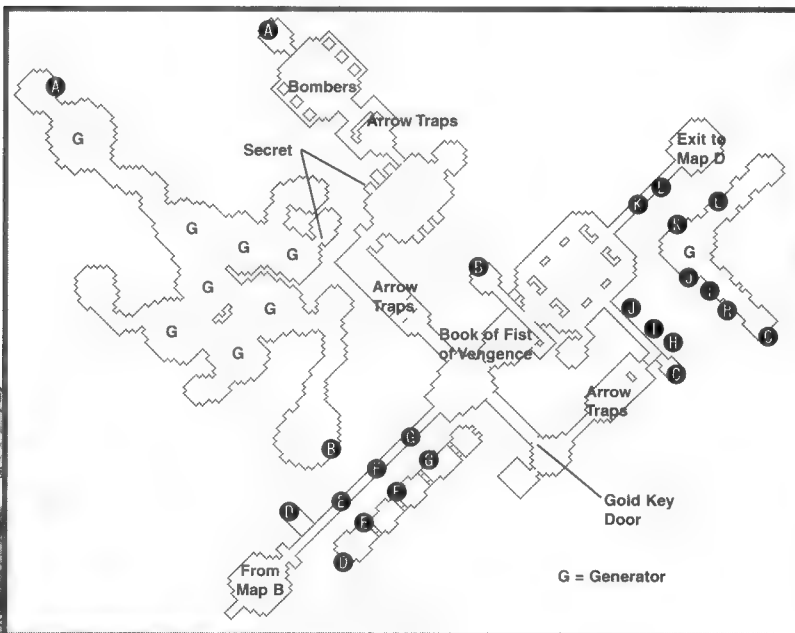


Fig. 28-10. Map C.

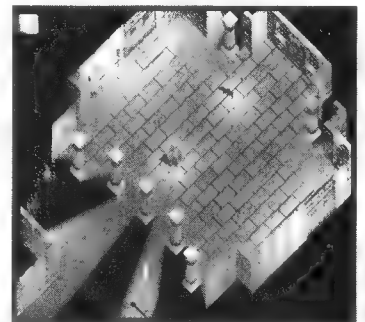


Fig. 28-12. The gold door to the south is locked, so head north.

At the end of the hall, a T-intersection leads north and south. The southern hall is locked with a Gold Key.

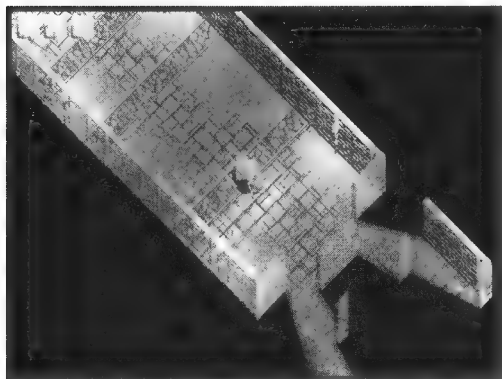


Fig. 28-13. Arrow traps come in all shapes and sizes.

Go north into an arrow trap room. In this one, arrows shoot directly toward you from the far end of the room when you depress pressure plates. Jump diagonally over each strip of pressure plates to avoid jumping over one and onto the next.

At the north end of the room, turn east. Run around the room to gather the large swarm of Bats—Pixie Swarm is your best defense. A chest here yields gold.



TIP

YOU CAN ALSO LEAD THE BATS TO THE ARROW TRAPS IN THE ROOM TO THE NORTH. RUN Laterally ACROSS THE TRIGGERS TO SHOOT ONCOMING BATS. THIS USUALLY MAKES SHORT WORK OF THE FLYING RODENTS.

SECRET AREA

The second window on the north side of the room is actually a secret passage. Walk into it and it reveals a chest with a Quiver of the Polyp.



Fig. 28-14. When is a window not a window? When it's a door to a secret.

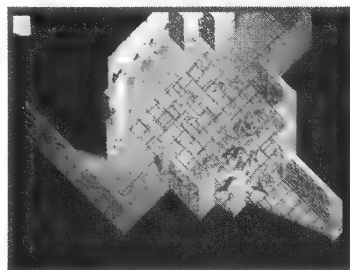


Fig. 28-15. Near the walls is safe ground.

Exit the bat room through the north door. Walk to the sides to avoid the arrow

trap's line of fire and cross the triggers. Go around the center of the room and continue north.

Six cages along the walls contain some very hyper Bombers; if you injure any of them or



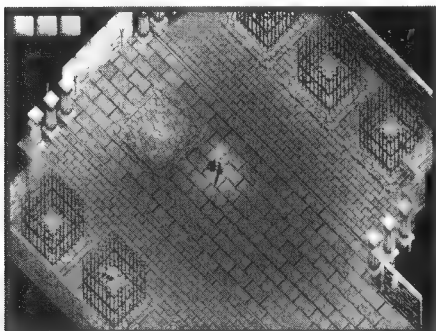


Fig. 28-16. Bombers ahoy.

pick up the Gold Key from the center of the room, the Bombers will be freed. When they're released, Pixie Swarm them and run around the room to make them collide with each other. If a sole survivor remains, detonate it with Arrow.

When you pick up the Key, the door to the north opens. Raid the chest for gold, descend on the elevator, and proceed south.



Fig. 28-17. Generators.

The large clearings in the middle of this cavern are monster generators. To avoid triggering them, hug the walls of each room.

Here's how they work:

- ♣ Stepping into the light of a generator causes a random monster to appear.
- ♣ The generator is disabled for an interval after producing the first monster.
- ♣ When the generator glows again, stepping into the light summons a second monster.
- ♣ Once it's been activated twice, the generator produces an item (i.e., potion, gold, etc.), glows yellow, and ceases to function.
- ♣ If you activate *all* 25 generators on this level (this map and the next), you will get an extra surprise at the last one (Bow of Swiftness or Mighty Leather Tunic of Greater Healing and the Spider's Bane).

Stay close to the eastern wall to find a Grizzly den with a Mighty Cloak of Anti-Spark. The rooms on the western wall feature a Scorpion and several prizes. Go southeast to leave the room.

SECRET AREA

On the eastern wall, look for a boulder blocking a passage. Roll it aside to find a chest of gold and a Mana Potion.

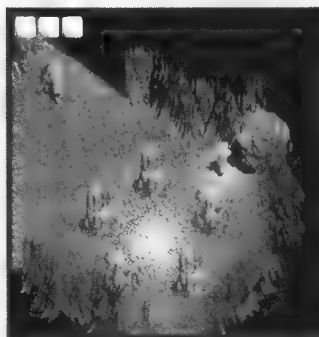


Fig. 28-18.
Roll the boulder aside to find a secret.

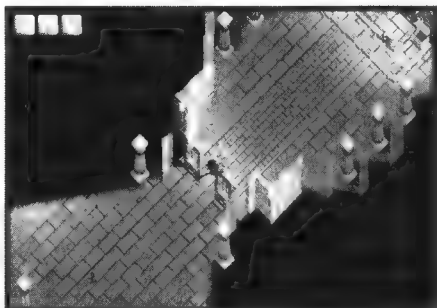
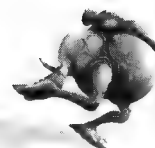


Fig. 28-19. *The western wall is false. Pass through it to continue.*

Two giant Scorpions patrol an elevator. Ride it up and advance south to a U-turn. A chest here contains a Book of Fist of Vengeance. Walk toward the western wall of the room (it rises as you approach) and head south to the Gold Key door. Inspect the room to the west (Quiver and supplies) and hike east through an arrow trap room. Jump over the triggers and exit to the east.

Turn north and push (or smash) the boulder down the hall to expose pits. Spiders and a Grizzly populate the passage—if you fall into the pits, look for an elevator to the south that rises to the start of the pit hall.



IF YOU'VE TAKEN ON THE TASK OF TOUCHING ALL 25 GENERATORS, YOU NEED TO DROP INTO THESE PITS TO FIND ANOTHER GENERATOR.

The pit hall empties into a large room with two Beholders. These grotesqueries cast Shock, Slow, and Energy Bolt. Your best strat-



Fig. 28-20. *Two Beholders require considerable care and well-timed Counterspell.*

egy is to hide behind pillars and pummel the Beholders with a Fist of Vengeance. Poisoning can help, and Counterspell can turn the tables. A small room in the southwest corner merits inspection.

Exit east and break or push the boulder. Jump over pits (they lead to the same lower cavern as the last pits) and crack open the chests. Drop into the pit at the far end of the hall.

Follow the passageway north, east, and north, inspecting the rooms off the hall (Book of Protect from Shock, Mighty Leather Boots of the Polyp's Bane). The room to the north is protected with several arrow traps. Running-jumps over the plates bring you to the northern exit and a square room.

Another pair of Beholders try to work you over in this more confined area.



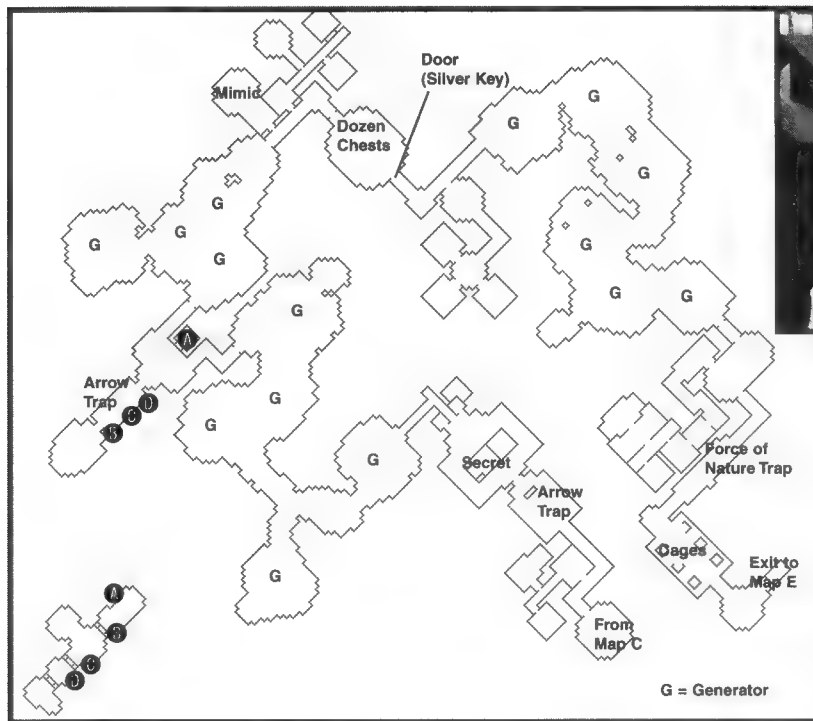


Fig. 28-21. Map D.

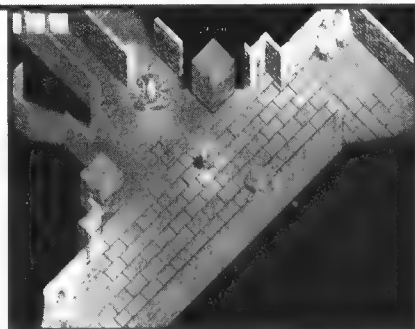


Fig. 28-23. This switch opens the way and reveals Scorpions.

Pull a switch near the northern door to move aside three stone blocks. This releases two Scorpions; dice them and persevere north and west.

SECRET AREA

Crack open the west wall of the center of the Beholder room to snatch a Fireball Staff and gold.

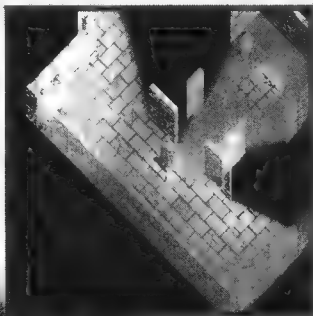


Fig. 28-22. This wall breaks to show a secret.

SECRET AREA

After moving the stone blocks, enter the small alcove to the east and break the wall to find a Secret Area full of gold.

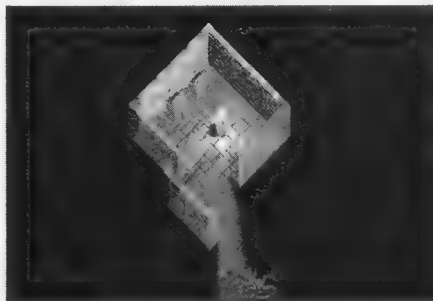
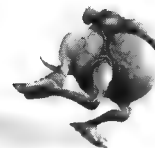


Fig. 28-24. This alcove leads to riches.





As you move west, a block advances to push you down the hall, into a wall of blue flame. Jump the Mana-draining fire and land in another room full of generators.

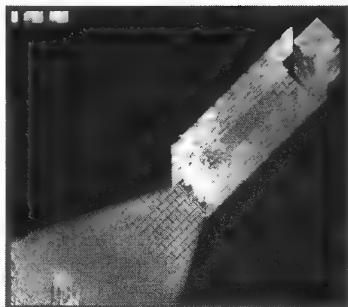


Fig. 28-25. *When the blocks start to advance, run and leap over the fire.*

Polyps line the walls—jump over them to keep from triggering the generators.

A chest in the southwest corner has a Quiver of the Polyp. A Beholder patrols the north of this room; be very careful if you want to fight the Beholder *and* avoid the generators.

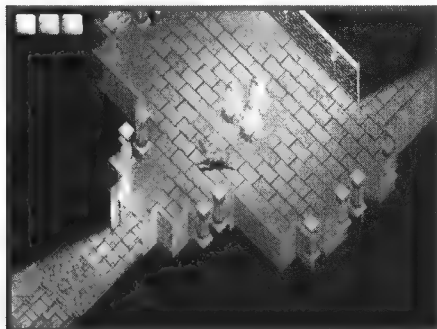


Fig. 28-26. *Visit the rooms to the west from this landmark.*

Detour west at a trio of Mana obelisks and jump over the arrow traps. Stay off the brown plates near the walls; they're unstable and stepping on them will drop you into a lower cavern. Move into the western end of the hall and open a chest for a Mighty Conjurer Helm. If you fall, break walls to find treasure, a Scorpion, and an elevator in the eastern end.

Return to the trio of Mana obelisks and push on into the passage leading east to another large generator room. Carefully deflate two Beholders. The room to the northwest has another Beholder, a Scorpion, another generator, and a chest of gold. Hug the northern wall and exit the room to the east.

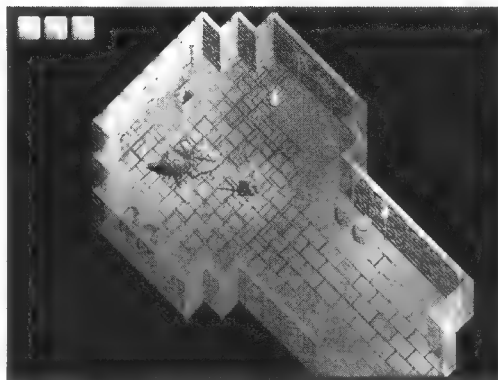


Fig. 28-27. *Unmasking the imposter.*

Enter the first room to the north. One of the chests in this room is a Mimic. Hold your cursor over the chests to determine which is real—if the cursor turns to a red circle, you've found a Mimic. The authentic chest holds gold. Stay far from the faux chest if you don't want to fight the Mimic.

Return to the hall and check out the second room to the north for a crate with a Crossbow of Fast Bolt.

Turn east to a boulder blocking a small side hallway. Break the boulder. The rooms contain some provisions and a Scorpion.





SECRET AREA

At the end of the narrow hallway, destroy the north wall to expose a Secret Area with a Quiver of the Tick and some Red Potions.

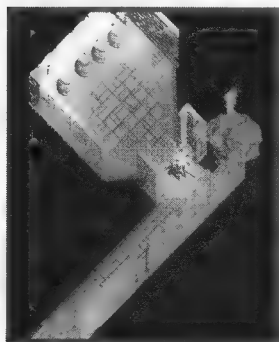


Fig. 28-28.
There's one more room on this little hall.

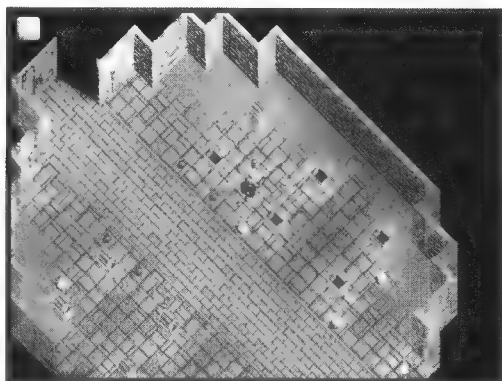


Fig. 28-29. *What's real and what's illusion? Let your cursor be your guide.*

Return to the main hall and shamle east and south through a door. This large room contains twelve chests; two are Mimics. Others

have potions, food, and a Silver Key. Point your cursor to identify the Mimics.

Open the door to the south and follow the hall east. Detour into the first room to the south. Jump over the arrow trap to face three doorways. Within, you'll find a Grizzly, gold, a Scorpion, Mighty Leather Armbands of Anti-Zap, Cave Spiders, and a potion.

Return to the main hall and trudge east to the final generator room. Beware Polyps, disguised Mimics, and several Beholders, and leave via the southern door.

In this intersection room, doors lead north and south.

First, go north and wind around to a

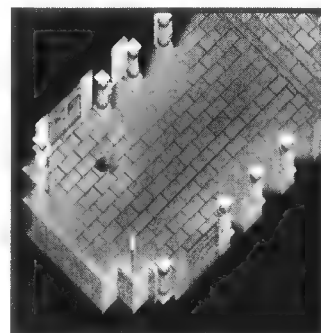


Fig. 28-30. *An intersection of note below the last generator room.*

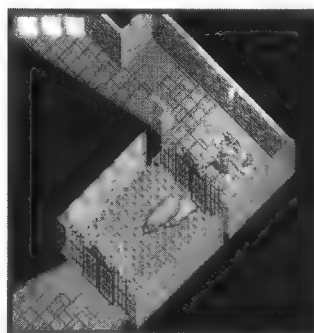
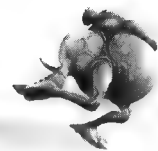


Fig. 28-31. *Pull this switch to lower the spikes.*

switch to lower a bed of spikes. Pass through the gates to a small room (chests with a Quiver of the Polyp). A Grizzly Bear and several stashes of provisions lay behind the door to the north.





TIP

YOU CAN LEAD THE BEAR
OUT OF THE NORTH ROOM AND
OVER THE SPIKE TRAP.



Fig. 28-32. A powerful Grizzly feels the wrath of the Force of Nature.

Return to the intersection room and go south. As the corridor turns west, you meet the very dangerous Force of Nature trap. Time your advance to stay

between two Force of Nature balls to reach the far end of the hall.

Turn south to a room with six cages and one animal wandering free. If you attack the free animal or any of the caged ones, all the animals will be released—charm the free animal to avoid freeing the others. Smash the barrels for food (but don't let any injured animals eat it). Go through the doors to the south.

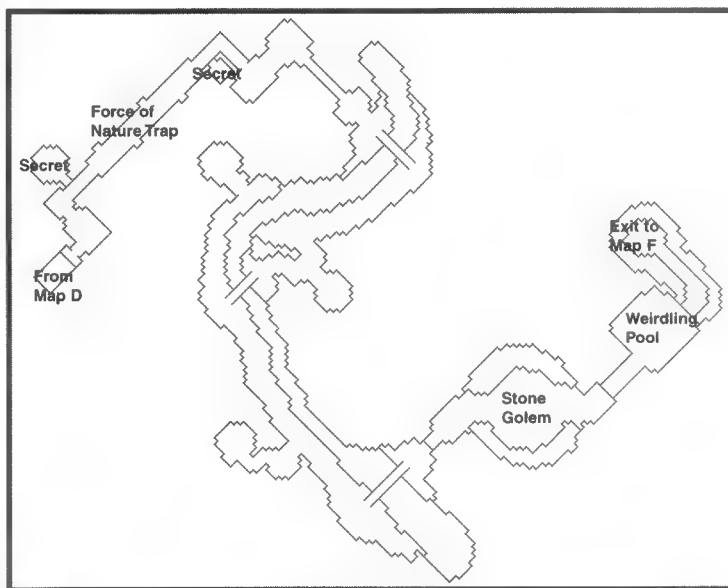


Fig. 28-34. Map E.

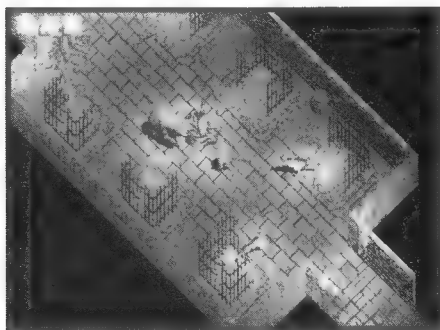


Fig. 28-33. This menagerie is as dangerous as you choose to make it. Charm the one creature to avoid freeing the rest.

Trek east and north. A purple light is cast on the northern wall as another Force of Nature trap pulsates to the east. Navigate the hall, walking between the balls. At the end of the hall, go south and through a door.



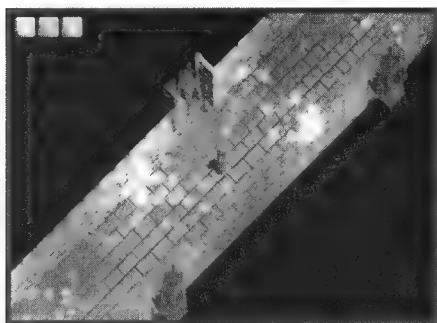


Fig. 28-35. Another Force of Nature trap.



Fig. 28-37. The purple room is now accessible.

SECRET AREAS

At the east end of the Force of Nature hall, approach the southern wall to open a Secret Area. Pull the switch, opening the room with the purple light. You'll have to return the "wrong" way down the Force of Nature hall—almost certainly taking some damage, but it's worth it. Counterspell to break up the Force of Nature balls and make your way to the now-open secret room at the west end of the hall. The chests in that Secret Area have gold, a Mighty Conjuror Helm of Healing and the Spider's Bane.

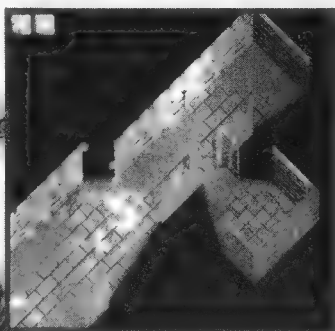


Fig. 28-36. This switch opens a Secret Area at the west end of this hall.

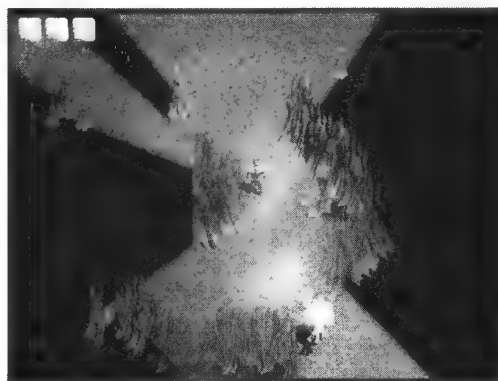


Fig. 28-38. In between the rope bridges, you must tangle with another Beholder.

Traverse a narrow, blue-lit hall. Cross the rope bridge, turn west, and follow the river. As the path veers briefly away from the river, follow the path south and northwest, past a Beholder to another rope bridge.

Cross the bridge and briefly detour northeast. A Grizzly cave to the north boasts gold. Return to the second bridge and follow the river south. A small side room offers Meat.

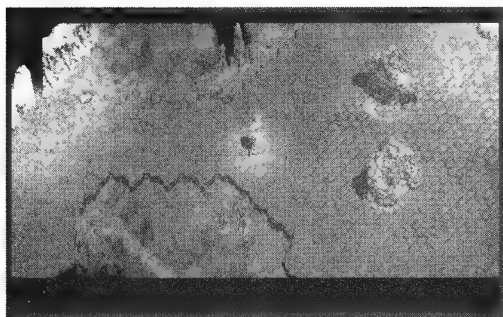
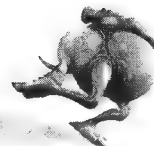


Fig. 28-39. *You're not getting out of here without a pounding. The Stone Golems are slow but devastating.*

Cross a final bridge to the east and cautiously enter a large room into which two Stone Golems are summoned. A chest has a Quiver of Immobility.

The Golems' weakness is their crawling speed. Use Fist and Meteor liberally and make distance between you by running to corners and waiting as the Golems converge on you. As they approach, run around them to the opposite end of the room.

As for weapons, a Crossbow is very effective—three shots kill and you can hit both Golems at once if they are in line.

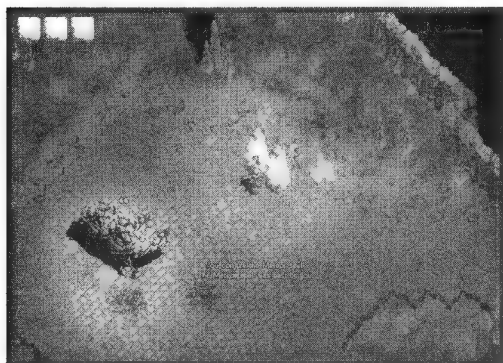


Fig. 28-40. *Lead the Golems around to keep space between you but don't get too close as you pass.*

Fortunately, the Golems usually stick together, making them easier to fight; if they separate, you're in very big trouble.

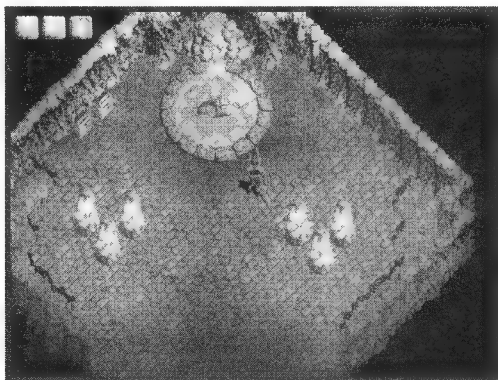


Fig. 28-41. *Touch the Weirlding Pool to add this vampiric force to the Halberd.*

When the fight is won, go east to the Weirlding Pool. Chests here have a Stone Golem Beast Scroll and a Red Potion. Walk into the pool to acquire the Weirlding and open the walls to the east. Follow the path and ride the elevator to the surface.



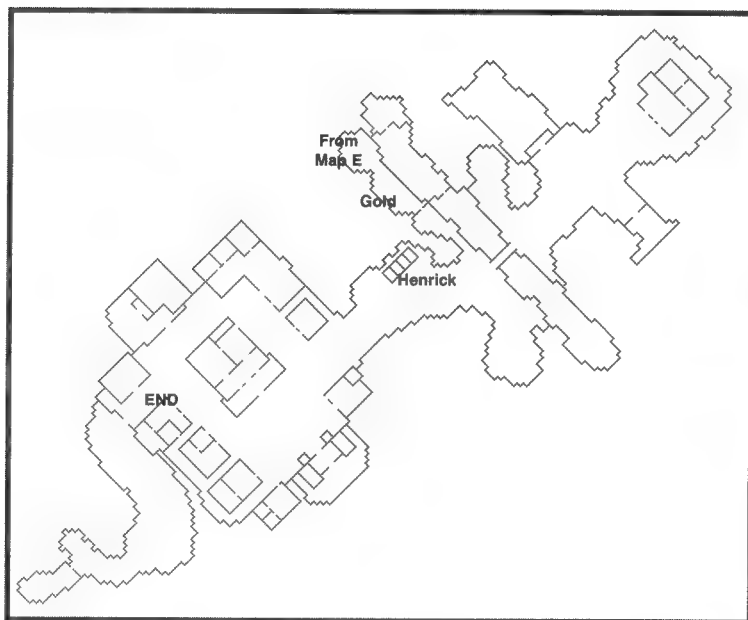


Fig. 28-42. Map F.

Follow the river south and go through the gate. Turn west back toward Ix.

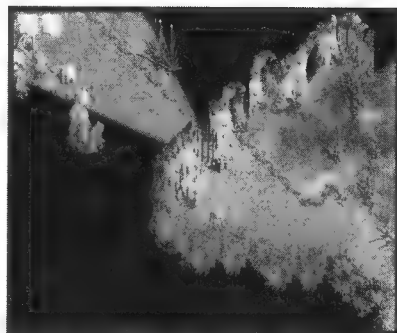


Fig. 28-43. The area should look familiar as you exit through this gate near the river.

Go shopping in the town and sell any unnecessary items. When you're ready, meet the Airship Captain at the west gate.



CHAPTER 29

EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP

INTRODUCTION

MAIN QUESTS

- ♣ Find Mordwyn's home in the swamp.
- ♣ Find the Ogre Outpost.
- ♣ Find the entrance to the Land of the Dead.

SUB-QUESTS

- ♣ Rescue Aidan the Wizard from the Ogre Outpost.
- ♣ Save Cain the Conjurer in the wastelands before he is killed by Wolves.

ENEMIES

- | | |
|---------------------|---------------------|
| ♣ Black Wolf | ♣ Shade |
| ♣ Carnivorous Plant | ♣ Skeleton |
| ♣ Dryad | ♣ Skeleton Lord |
| ♣ Ghost | ♣ Small Cave Spider |
| ♣ Giant Leech | ♣ Small Spider |
| ♣ Lich | ♣ Spider |
| ♣ Mimic | ♣ Spitting Spider |
| ♣ Necromancer | ♣ Vile Zombie |
| ♣ Ogre | ♣ Wasp |
| ♣ Ogre Lord | ♣ Will O' Wisp |
| ♣ Ogress | ♣ Zombie |
| ♣ Polyp | |
| ♣ Scorpion | |





QUEST AND CONTINUATION ITEMS

- ♣ Gold Keys
- ♣ Silver Keys
- ♣ Ruby Key

SECRET AREAS

- ♣ 15

SHOPS

- ♣ Byzanti's Bog Shop
- ♣ Motoc
- ♣ Loproc

WALKTHROUGH

After your briefing by the Airship Captain, begin your trek to the northwest. The path is populated by Spiders, Polyyps, Wasps, and Carnivorous Plants.

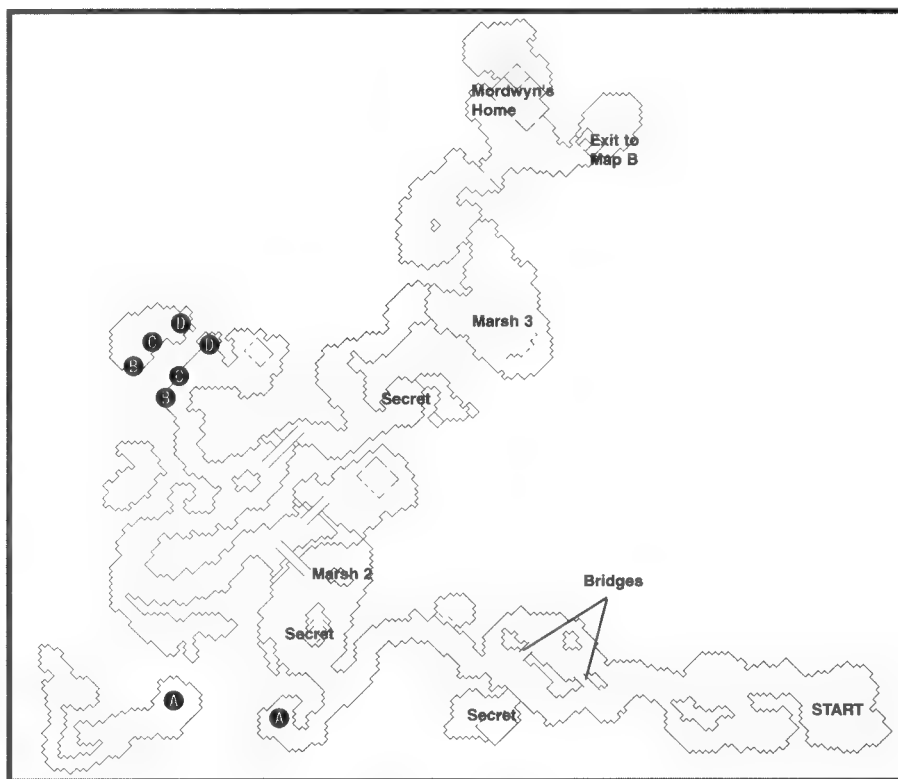
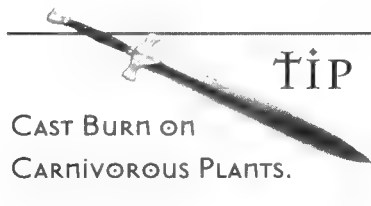


Fig. 29-1. Map A.



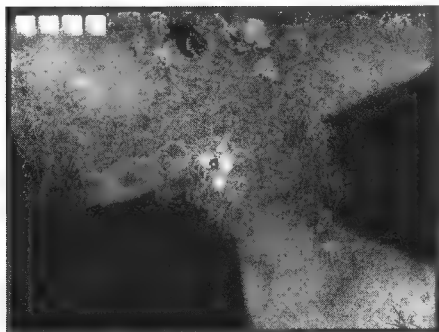
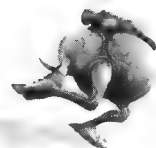


Fig. 29-2. Note this side path but beware its sting.

Across from the second Carnivorous Plant, a path leads southwest. Break the Wasp's Nest for a Sturdy Cloak of the Wasp's Bane and a few more Wasps.



Fig. 29-3. See the Shade? It's probably too late.

Return to the main drag and trudge northwest to Marsh 1 from which a footbridge leads north. Here, peering into the dark, you spy your first Shade; let's hope you spotted him before he took a chunk out of you. Take the other footbridge west to return to the path.

SECRET AREA

Directly west of the second footbridge, cast Meteor at the Polyps by the wall. Wait for the gas to clear and smash the wall to find a cabin in a Secret Area. A Ghost and some provisions are your reward.

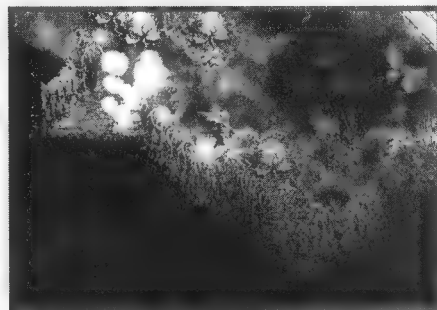


Fig. 29-4. You'll need to do a little gardening before getting to this secret.

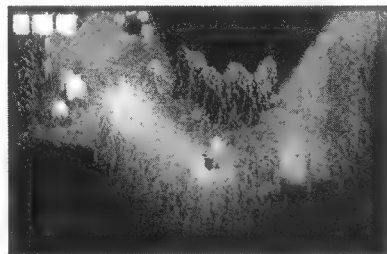
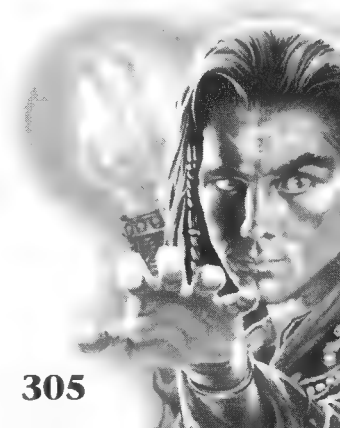


Fig. 29-5. Never trust a glowing ball of light.

As the path narrows, torch a Vile Zombie as more of his kind burst out of a wall to

the east. Explore their lair for provisions, a Bow, and a Quiver of Fire.

Continue along the trail until the path splits west and north. Go west to find a Shade and a Will O' Wisp.





TIP

WILL O' WISPS ARE NOT YOUR FRIENDS. ALTHOUGH THEY WON'T ATTACK ON THEIR OWN INITIATIVE, YOU MIGHT WANT TO SNUFF THEM FOR THE EXPERIENCE. WITH THEIR ELECTRICAL ATTACKS (LOTS OF SHOCK DAMAGE), HOWEVER, SUCH DARING WILL BE COSTLY.

The Will O' Wisp hovers over an elevator. Take it down to an area full of Leeches and Spitting Spiders. A chest at the far northern end of the area sports Quivers of Dazing and a Mighty Conjuror Helm of the Stars. Return to the elevator and back to the intersection.



TIP

THE LIGHT EMITTING FROM THIS HELMET REALLY HELPS IN SPOTTING SHADES.

Take the north path from the intersection. Vile Zombies block your way to Marsh 2.



SECRET AREA

Look for a Carnivorous Plant; south of it, next to an obelisk, the east wall of the marsh's central structure breaks to reveal a Zombie Room with gifts from the undead.



Fig. 29-6. The Carnivorous Plant is your first landmark for this secret.

A wooden bridge leads east and a subsequent one goes immediately east to a shack. First, however, you'll battle your first Dryad. Counterspell to disrupt the Dryad's spell casting.



TIP

TO CONSERVE YOUR MANA, USE THIS TRICK TO HANDLE ZOMBIES: KNOCK THEM OUT WITH YOUR STAFF AND THEN TORCH THEM WITH BURN.

Will O' Wisps and Shades make this path slow and dangerous going. The path splits; take the brief detour to the southwest. A Shade viciously protects a Fireball Staff. Return to the split and go northeast.

CHAPTER 29 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



As you fight the Carnivorous Plants and Wasps, watch for crumbling floor sections. If you drop into the pit below, you'll have to fight Polyyps, Carnivorous Plants, Leeches, and Vile Zombies to find the elevator back to the surface.

Persevere north-east. Keep a sharp eye out for a Staff of Force (near a dead body) guarded by Spiders.

Near a Will O' Wisp, the path splits; take the side path leading north.



Fig. 29-7. Unstable floors lead to a small underground area.

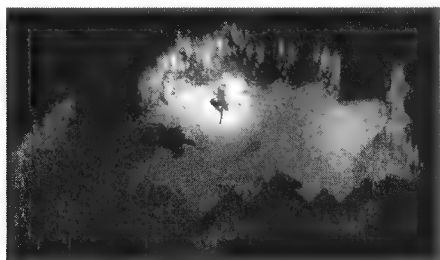


Fig. 29-8. There's something to be gained by falling into this pit, but perhaps not enough.

Watch again for crumbling floor tiles. In addition to the usual horrors waiting below, you can look forward to floor spikes here. There is, however, a Quiver of Fire in a chest, so it might be worth it. An elevator leads back to the surface.

Break a nearby Wasp's Nest for a Sturdy Cloak of the Spider's Bane and continue to a shack to the east. You can clear the room by shooting through the window and then enter from the east for provisions.

Return to the split and resume the march east. Cross a footbridge. As the path turns north, a side room of Zombies, Vile Zombies, and Carnivorous Plants leads to the east. Return to the path to continue north.

SECRET AREA

In the side room, blow up the Polyyps on the east wall and punch through to find a Secret Area. When you approach the chest inside, Zombies burst from the wall. When you finally get a chance to look inside, the chest contains a Mighty Cloak of Cure Wounds and the Wasp's Bane, and a Quiver of Fire.

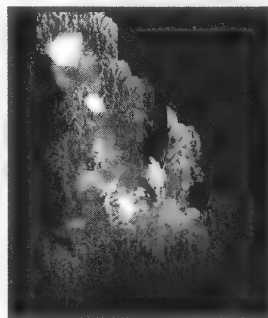
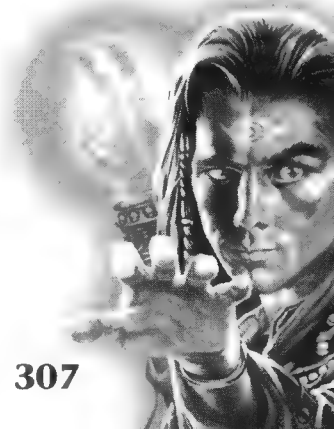


Fig. 29-9. Zombies protect this particular secret.

The northern path winds east past several Carnivorous Plants to Marsh 3. As you turn to the southeast, a wall of Carnivorous Plants arises behind you, hemming you in for a fight with two Dryads. Summon a Stone Golem or cast Stun and Meteor. Bows and Crossbows work wonders.

Proceed north and weed out the Carnivorous





PRIMA'S OFFICIAL STRATEGY GUIDE

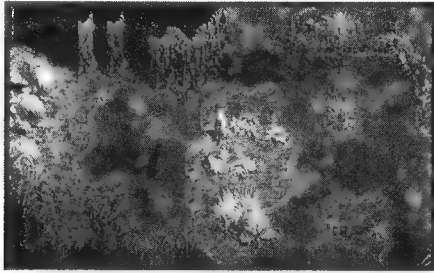


Fig. 29-10. *Carnivorous Plants seal you in with the Dryads.*



Fig. 29-11. *Mordwyn's House.*

Plant wall. As the path turns east, go through an iron gate to Mordwyn's House. Talk to him. Follow him inside and talk to him again and he'll bring you

Jandor's Crossbow of Swiftness and Force, and two Quivers of Inferno. Ransack his bedroom for a Book of Greater Heal.

Face the east wall of Mordwyn's House (next to the desk) and a hidden wall will lift to admit you to the backyard. Partake of Mordwyn's Apples, the Well of Restoration, and a Quiver of Fire. Return to the cabin.

Depart by the front door, go south past the windmill and east through the door to the shed.

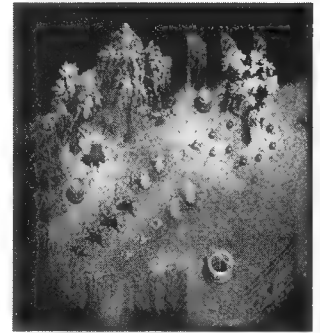


Fig. 29-12. *Mordwyn has a lovely backyard for a swamp dweller.*

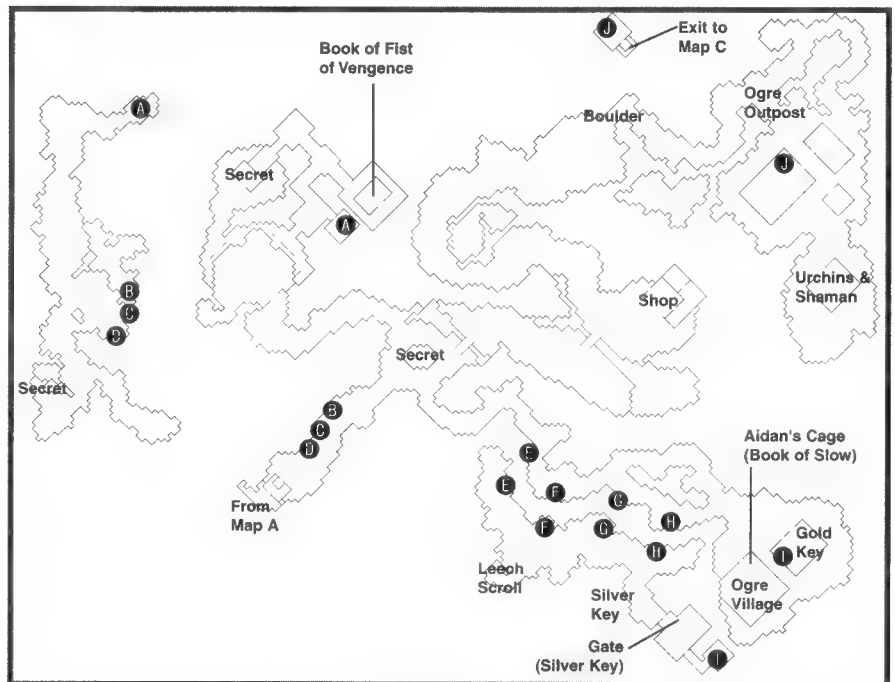


Fig. 29-13. *Map B.*





Watch your step to the east over a long stretch of crumbling floor. A vigilant eye and well-planned jumps will get you across without a scratch.

Approach a 4-way intersection where a Carnivorous Plant has taken root. This is the main crossroads.

SECRET AREA

Behind the Carnivorous Plant at the crossroads, break the wall to find a Secret Area with a Dryad and a Green Potion.

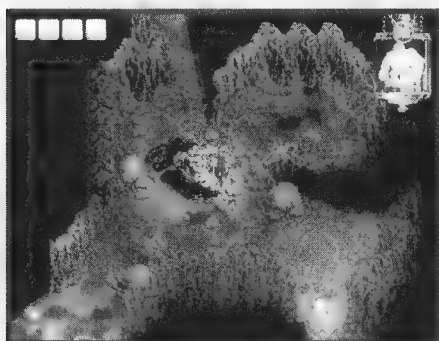


Fig. 29-14. After the Carnivorous Plant has wilted, open up this rock to find what's inside.

Walk confidently up the northern path from the crossroads. Will O' Wisps, Carnivorous Plants, and Shades complicate your journey.

Farther up the path, an iron gate leads north to a graveyard. Step into the small alcove to

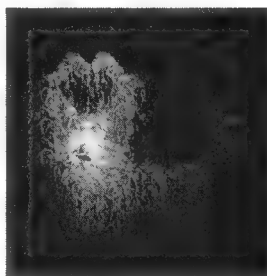


Fig. 29-15. The iron gate leads to the graveyard.

the west to find two Quivers of Stunning. Return to the crossroads unless you notice something strange.

SECRET AREA

Technically, the crypt is a Secret Area. It is, however, so large and so useful that we'll treat it here as part of the walkthrough.

Entering the small alcove near the graveyard drops the wall that seals off the north and east. After the initial rush of the undead, you see two entrances to this crypt, a Secret Area.

There are three ways to get into the crypt:

1. You can fall down through the breakable floors at the start of this map, fight your way through, and take the elevator into the crypt.
2. You can enter it via the front door (east from the alcove).
3. You can enter it from the north to the back door (marked by two stone monuments) past Ghosts and Vile Zombies.

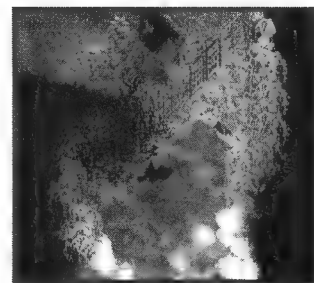
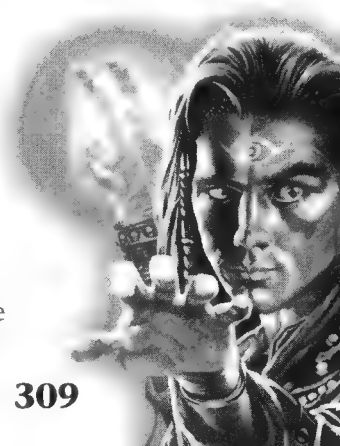


Fig. 29-16. Wonder where those undead came from? Stepping into this clearing was the cause.





PRIMA'S OFFICIAL STRATEGY GUIDE

For the sake of clarity, let's go through the back door. The chest immediately inside holds Mighty Leather Leggings of Anti-Zap. Break the wall to the east to proceed, but watch out for Wizard traps.

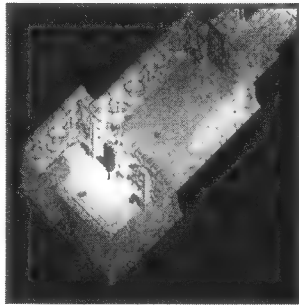


Fig. 29-17. Break this wall to get to the rest of the crypt.

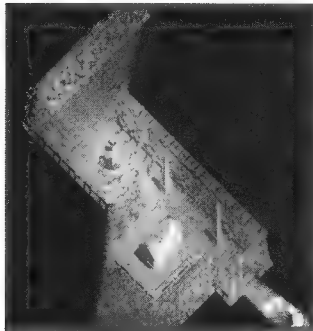


Fig. 29-18. The big sarcophagus is a good landmark and holds some fantastic prizes.

Push through the gate and go south at the corner. At the first intersection, go west to a big sarcophagus. Open it for gold and a Grand Leather Tunic of Anti-Zap.

Return to the intersection and go south through



Fig. 29-19. If you don't approach this sarcophagus, you won't have to fight a Necromancer.

a gate to a fenced-in sarcophagus. When you open the sarcophagus, the room's doors seal and a Necromancer arrives to punish you.



TIP

IF YOU OPEN THE GATED DOOR TO THE SARCOPHAGUS CAREFULLY AND OPEN THE SARCOPHAGUS FROM THE DOORWAY, YOU CAN CLAIM ITS BOOTY (BOOK OF FIST OF VENGEANCE AND A RESTORE HEALTH POTION) WITHOUT TRIGGERING THE NECROMANCER. ONCE YOU'VE WON, THE DOORS UNLOCK.

Return to the big sarcophagus and go through the gate to the south to an elevator. Downstairs, Spitting Spiders greet you and, as you plow west and south, Skeletons, Zombies, Carnivorous Plants, and Skeleton Lords demand your attention.

As you pass a field of spikes, a wall to the east opens to release a batch of Zombies. Jump over the spikes, burn the Zombies, and search their den.

Press on down the main path until it splits. Go southwest, explore, and return to the split.

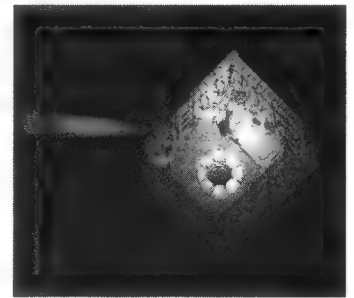


Fig. 29-20. An elevator lets you explore the pits beneath the swamp.





SECRET AREA

As the southwest path curls north, crack open the wall for a Secret Area. Take home a Fireball Staff and open the chest for a large gold bag and a Mighty Leather Tunic of Healing.



Fig. 29-21.
Crack the wall for this secret.

Take the path south to a chest with food and Mighty Leather Armbands of Anti-Zap.

Turn to the elevator and go back to the crossroads.

This time, follow the southern path from the crossroads. Just after it turns west, note several sections of crumbling floor. Fall through it.

Leeches and Carnivorous Plants populate this tunnel. Look carefully for a western alcove full of Polyps and a Carnivorous Plant; clear the way and open a chest with a Giant Leech Scroll, food, and a potion.

Continue east through the tunnel and open a door to the south. An Ogre Lord guards a chest containing a

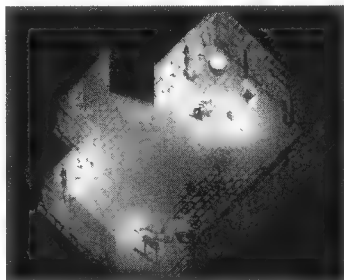


Fig. 29-22. *The Silver Key gets you back to the surface.*

key to that southern door. Take the Silver Key and open the door to an elevator.

Ride it up to a hut full of Ogre Lords and Ogresses. Draw them outside to fight and return to pillage a chest for a Gold Key. Leave the hut.



Fig. 29-23. *Aidan will assist you if you free him.*

Go to the pen to the east and talk to Aidan. Release him with the Gold Key and he gives you a Book of Slow. This Wizard also agrees to escort you to the Ogre Outpost.

Leave the Ogre village via the northern path.

When the path splits, take the north leg—there are fewer breakable tiles. Continue back to the crossroads.

Begin the journey east from the crossroads. Cross two footbridges to arrive at Byzanti's Bog Shop. His prices are outrageous but his

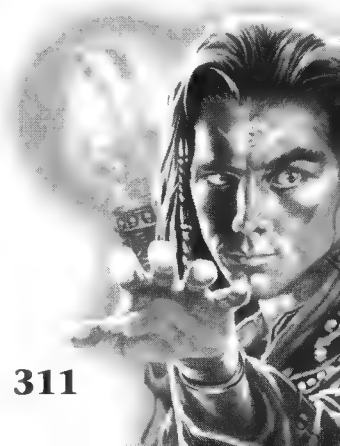




Fig. 29-24. Don't let Aidan get too far away or he'll fall.



CAUTION

WALK VERY CAREFULLY AMONG THE CRUMBLING FLOORS WHEN YOU HAVE AIDAN IN TOW. IF YOU TAKE MORE THAN A COUPLE OF STEPS AT A TIME, HE'LL BUMBLE ONTO A COLLAPSING TILE AND YOU'LL HAVE TO GO AFTER HIM.

Buy Factor is the best in Nox. Several armor items are drool-worthy. Buy books for any spells not at full level. Repair anything of value.

Explore the shop's back room for chests but watch out for Wizard traps.

Resume your path as it turns north and fight a Dryad. Zombies suddenly converge from behind. Torch them and proceed along the main route.



Fig. 29-25. The Bog Shop is one of the final three shops you will see.

SECRET AREA

The area from which the Zombies emerge contains a Crossbow of Readiness in a small back chamber.

Stay on the path and duel with a Necromancer, Wasps, Carnivorous Plants, and Will O' Wisps. Break the Wasp Nest for a Quiver of the Polyp.

The path ends at a boulder; push it away to proceed.

As you reach the gate to the Ogre Outpost, Aidan stops and bids you farewell. The camp is manned (or "Ogred") by Ogre Lords and Ogres. Make a beeline for the southern end of the camp. Release the pen full of Urchins and an Urchin Shaman and they will do much of the Ogre-killing for you.

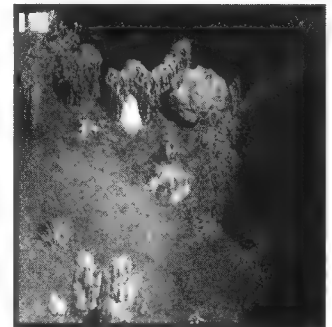


Fig. 29-26. Roll the rock aside to find your way.

CHAPTER 29 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



Search the three Outpost buildings for food and gold. The largest building contains an elevator. Take it down and exit through the southern door.

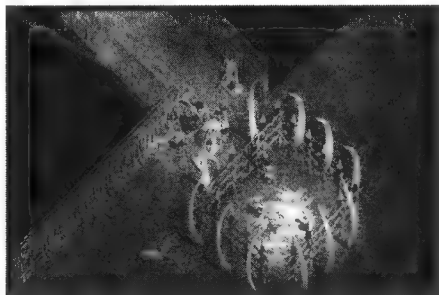


Fig. 29-27. Rush to free this helpful band of Urchins.

You approach two Ogresses from behind. Get the drop on them and go south (a crate holds a Mighty Staff of Bewilderment and

Collision). Head out of the room via the eastern door. Gut the Ogre to the north and head south down the hall.

The first door to the west leads to the kennels (Black Wolves and lots of food) and the second door takes you to a room with powder kegs and Spiders.

SECRET AREA

From outside the room (but with the door ajar), shoot the powder kegs from outside the room (with the door ajar) to blow open the wall to the south for a Secret Area.

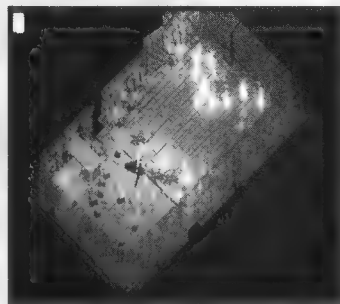


Fig. 29-29. Come in after the smoke clears to see your secret.

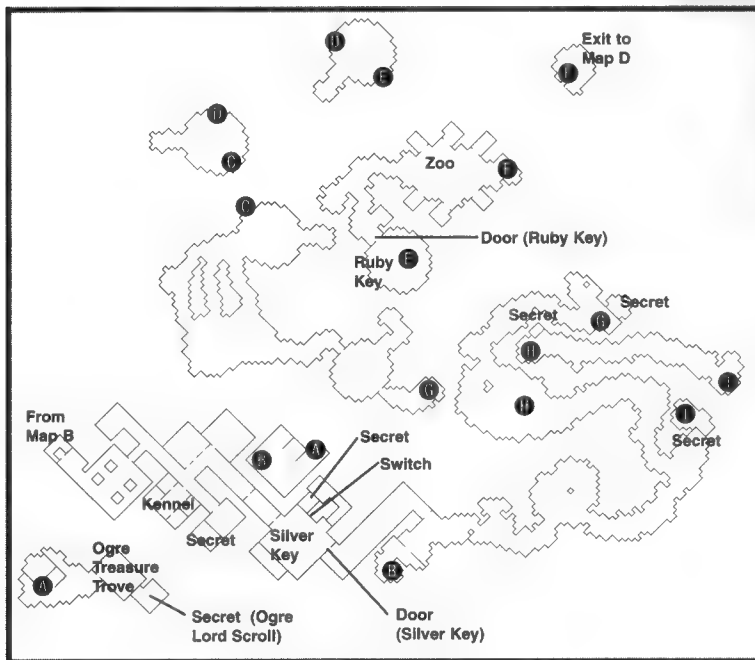
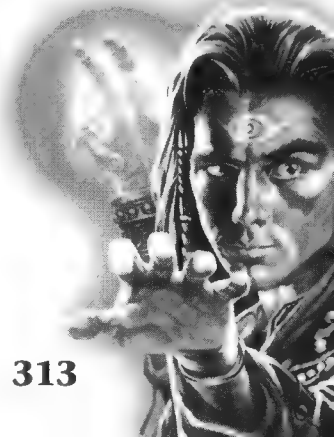


Fig. 29-28. Map C.

Go back to the hall and take the passage east. The door to the north leads to some Ogre Lords (you can snipe through the window to





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soften them up) and a Grand Leather Tunic of Cure Wounds. The room to the east has a Grand Cloak of Greater Healing and a Quiver of Fire.

Return to the hall and travel south through the door. As you enter, you step on a pressure plate. Step off it to temporarily lower the spikes and unlock the door to the south. Run!

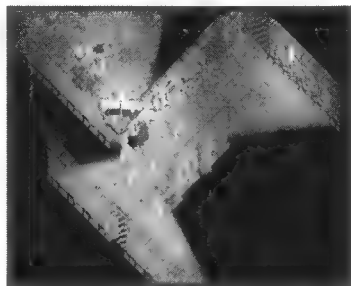


Fig. 29-30. Snipe through the windows to make your job easier.

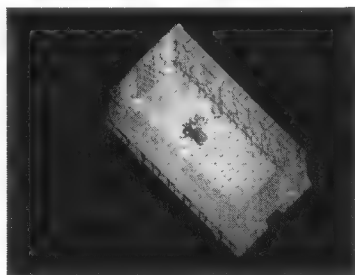


Fig. 29-31. Step off the plate inside the door and run to the opposite side of the room.

SECRET AREA

As you enter, run south toward the potion. As you do, the blocks in the room rearrange, releasing an Ogre. Kill or evade him and run to the northeast corner of the room. Shatter the east wall of the alcove to find a Secret Area. This back hall contains a chest with a pair of Mighty Leather

Armored Boots of Running, a Fireball Staff, and a Mana potion. Follow the hall south and west to return to the room.

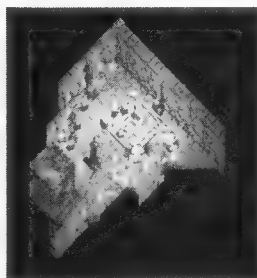
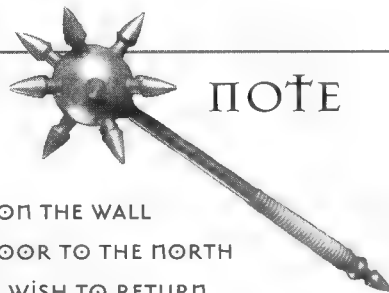


Fig. 29-32. Timing is important but having an escape route is even more so.

As you enter, the wall closes behind you. When the first Dare begins his dirt nap, an Ogre Lord comes to avenge him. Next, search the room for a Silver Key to open the door to the south.



THE SWITCH ON THE WALL
OPENS THE DOOR TO THE NORTH
SHOULD YOU WISH TO RETURN.

When you pass through the silver door, deal first with the Bats. Next, navigate between the floor spikes and the spike columns to reach the east end of the hall.

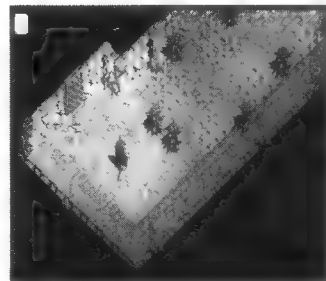


Fig. 29-33. A very spiky room is even scarier than it looks.

CHAPTER 29 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



Go south through the double doors and dispatch the Ogre Lord and the Ogress. Note that doors go southeast and west from this intersection.



Fig. 29-34. First, go through the iron gate.

First, take the route through the iron gates to the west and go down the elevator. Perforate the Ogre Lord and the Bats and raid a barrel for a Quiver.

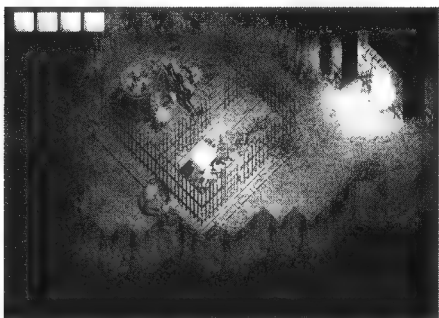


Fig. 29-35. You've got to get out of here. Shoot the switch.

Take the elevator down into a cage surrounded by Ogre Lords, Bats, Black Wolves, and Ogres. The gate (south) is locked. You can either hack open the bars on the other sides or

shoot an arrow at the red button on the wall to open the gate. Once outside, go through the east door to the Ogre treasure trove.

Search for gold, a Crossbow of Fast Bolt, and Flimsy Staves.

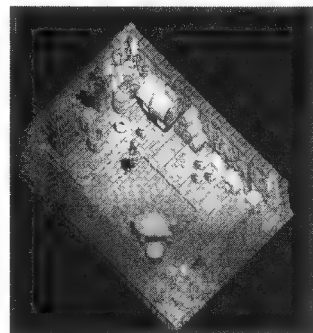


Fig. 29-36. These Ogres know how to live.

SECRET AREA

Smash the south wall of the treasure trove to find a Secret Area. A chest contains gold and an Ogre Lord Beast Scroll. Use this often!

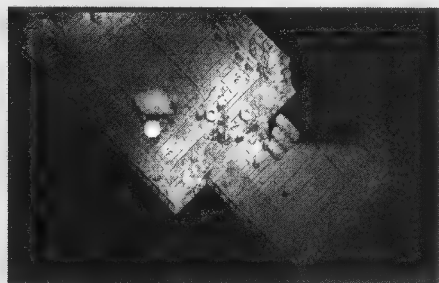
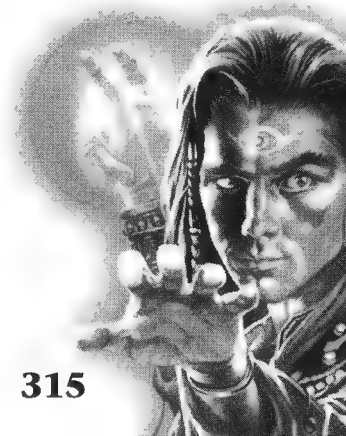


Fig. 29-37. Treasure not enough for you? How about secret treasure?





Retrace your steps back to the intersection. Go southeast through double doors and into a narrow cavern. Follow the corridor past Scorpions and Bats. Stay on the trail as it winds north.

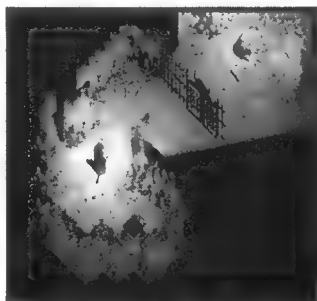


Fig. 29-38. Now go the other way from this intersection.

SECRET AREA

As the main trail turns north, a small alcove leads off to the east. Blow the wall open to find a Secret Area with an elevator. Ride it up. Battle a Scorpion and drop through the hole at the far end of the room to return to the main path.

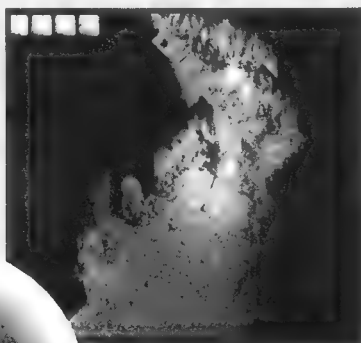


Fig. 29-39. A good shortcut to stay above the fray.

SECRET AREA

Near the end of the other Secret Area, break the north wall by the pit to find a chest.

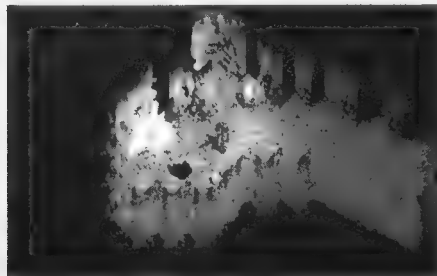


Fig. 29-40. A secret within a secret.

The chest in the middle of the next room is a Mimic. Roll the boulder aside and march north through a swarm of Bats. Watch out for crumbling floors (you don't want to fall) and go to the end of the pass near an elevator.

SECRET AREA

Near the elevator, smash the eastern wall for a Secret Area.

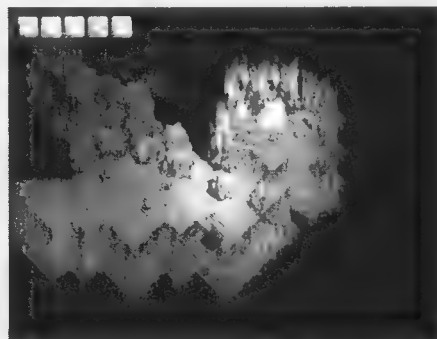


Fig. 29-41. There are no small secrets.



CHAPTER 29 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



Fall down the hole, fight with a Scorpion, and go through the north door to meet a Mimic. Spikes emerge from the floor in groups, moving counterclockwise around the room. You can shut off the spikes with a switch in the room to the east and fight the Mimic straight up, or you can get it to chase you around the room counterclockwise until the spikes kill it.

Leave via the door to the north to find another Mimic.

All three paths lead the same place, but the one to the west has barrels with goodies.



Fig. 29-42. Ring Around the Mimic!



Fig. 29-43. Think before you enter.

Pause as you enter this circular room with crumbling floors. If you bumble straight in, you will plummet to the ground below. If you do it right, however, there's good stuff to gain.

First, look carefully for a solid path across the floor to the southern alcove—stay near the walls. The chest here

holds a Mighty Staff of Force, a Grand Conjuror Helm of the Stars, and a Mana Potion. Step on the teleporter to drop to the alcove on the next lower level and *quickly step off*.

The chest here holds Mighty Armored Boots of Haste. Step on the teleporter to drop to the alcove on the next lower level and *quickly step off*.

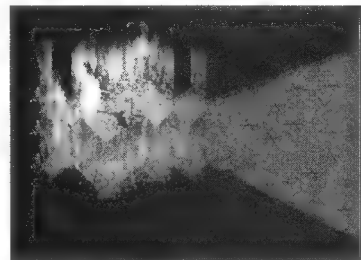


Fig. 29-44. Top floor.

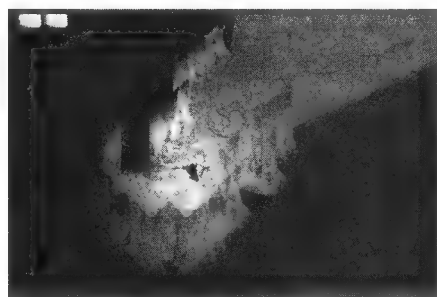
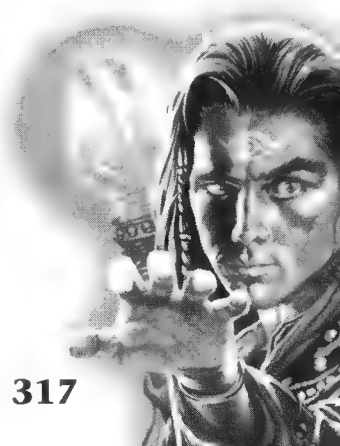
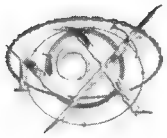


Fig. 29-45. Second Floor.

The chest on this third level holds a Mana Potion. Step onto the breakaway floor and fall to the bottom. A Mimic and a Scorpion surround a chest with a Ruby Key inside. With the key, go through the door to the north.





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NOTE

THE SWITCH HERE LOCKS THE DOOR TO THE SOUTH. YOU CAN USE THIS TO LEAD MONSTERS INTO THE PREVIOUS ROOM AND LOCK THEM IN.

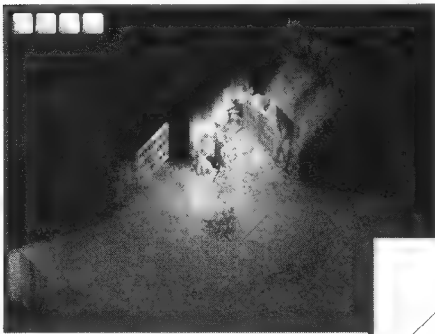


Fig. 29-46. The Ogre zoo is well stocked. Try to keep all the animals in their cages.

Forge north, disabling the Spitting Spiders and the Scorpions. At the end of the hall are six cages (four Mimics and

two Scorpions). Stepping on any of the pressure plates will release a monster. Look into the cages to find the switch (with one of the Scorpions). Ride the elevator up to the wastelands and exit the door to the east.

March east to another elevator and flip the switch to ascend.

Walk north from the elevator. Ahead, three passages contain chests. The one to

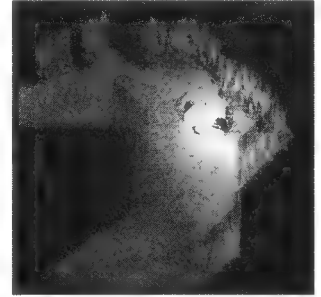


Fig. 29-48. This choice should be easy by now.

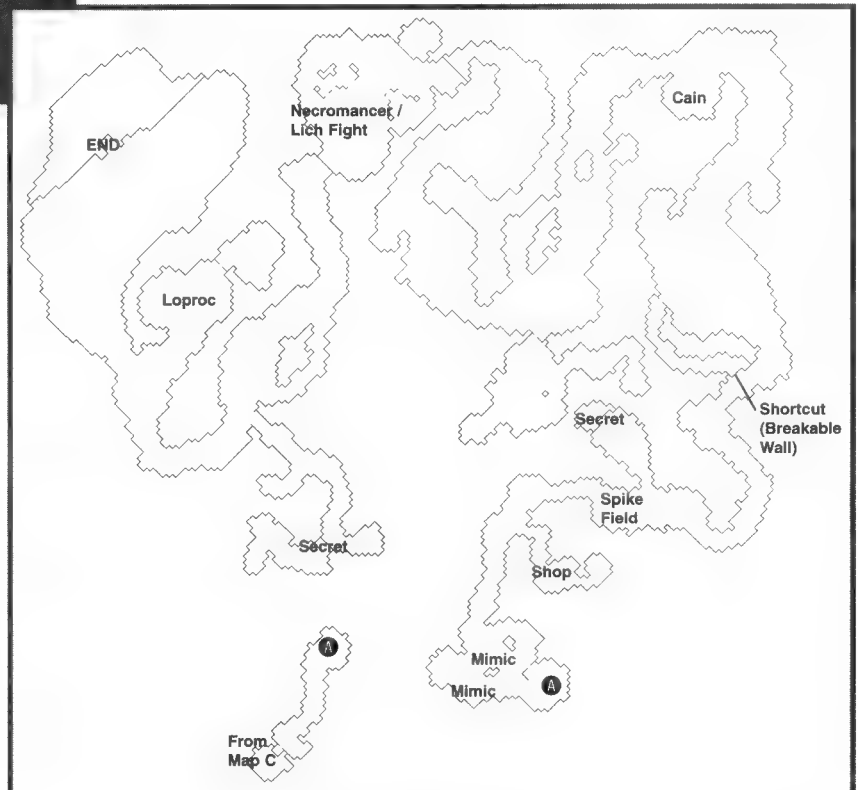


Fig. 29-47. Map D.





the east is real (Quiver of Dazing) and the others are Mimics. Follow the passage northeast.

The path south leads to Motoc's. He has a limited but useful stock (only place to get a Mimic Beast Scroll), but his prices are an outrage (double base price). Repair any worn items.

Trek east up the main path and navigate the spike field. Attack the Wolves with your Crossbow and let the spikes finish the job.

SECRET AREA

Check out a side room to the north. A bag of gold sits on a pressure plate surrounded by fire vents and spikes. Before you get the booby-trapped gold in this side room, tear down the wall in the northeast corner for a Bow of Swift Bolt and Collision, gold, and a Blue Potion. When you pick up the gold, immediately jump south or you'll be trapped.

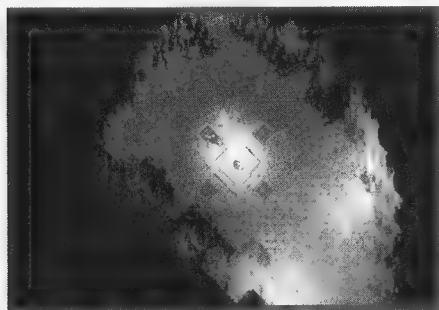


Fig. 29-50. Don't take this bag of gold unless you're ready to leave the room.

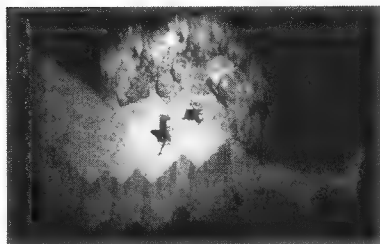


Fig. 29-49. You're sure glad Motoc is out here.

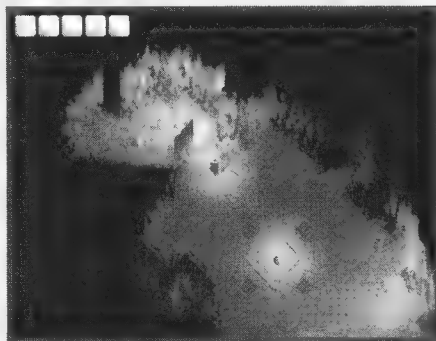


Fig. 29-51. OK, go get the gold now.

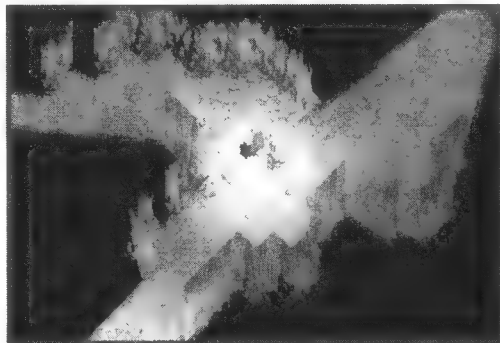


Fig. 29-52. This shortcut lets you sneak up behind a group of enemies near the cave mouth.

Black Wolves and an Ogre Lord guard the main path. Just before the ice field, look on the north wall for a breakable spot that opens a shortcut. Take it and exit to the east on the ice field. Battle Necromancers, Ghosts, and an army of Skeletons and Skeleton Lords.





Fig. 29-53. Hey brother, can you spare a Health Potion?

As the path curves northwest, you see a Conjurer being attacked by three Black Wolves. Kill the Wolves and talk to the Conjurer, Cain. Give him the healing potion he requests and he'll escort you to the Land of the Dead.



Fig. 29-54. Investigate paths northeast and southwest of the main path.

Follow the ice field northwest and, as it turns southwest, look for a small alcove with a Quiver of the Leech, a Quiver of Fire, and a large bag of gold. Farther along, notice a door on the southwestern wall leading to a Black Wolf den. Inspect a small path off to the northeast—Ghosts patrol near a Quiver of Shock, a Mana Potion, and Medieval Clothes.

As you forge on, a Black Wolf, a Ghost, a Skeleton Lord, Skeletons, and a Necromancer defend the main path.

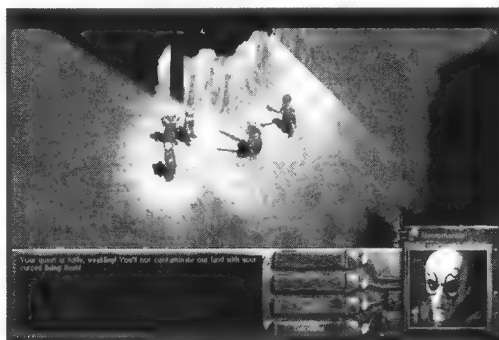


Fig. 29-55. You'll want Cain's help with this magical battle.

Carefully turn the corner as the path narrows and turns west into a large arena. Walk slowly and keep Cain nearby so he won't be locked out when a Necromancer seals the arena with a magic wall. With Cain's help, fight a trio of Necromancers, firing out windows and using the center area as cover.





Fig. 29-56. The first appearance of the Lich; Counterspell and you'll be OK.



Fig. 29-57. Loproc again. Go for broke; it's your last chance.

Eventually, a Lich joins the party—be sure to block his Slow spells or you'll get a Meteor on your head. A chest here holds a Red Potion and Quiver of Mana Drain.

Exit west. The path splits and shortly rejoins. Just south and east of the rejoining, a cave leads south. Push a powder keg onto the fuse and hit the barrel with an arrow to ignite the fuse and detonate the explosives at the far end of the hall. Explore the room and eliminate what's left of its monster population.

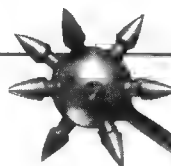
SECRET AREA

The blast should blow out the western wall at the far end of this side cave to reveal a Secret Area with a large stash of gold.

As the path turns northeast, two flags denote a side path to the east. Visit Loproc for the last time. Repair all your worn equipment (this is your last visit to a merchant), unload anything unwanted, and stock up on everything else (only source for a Black Wolf Scroll). There's still a lot to find ahead, but you won't have any use for your money after

this. Go hog wild! Smash Loproc's barrels (Divine Leather Tunic of the Polyp's Bane and Anti-Shock) and enter his cave for warmth and food.

Resume your path northeast. After leveling the Skeleton Lords and Black Wolves, enter an elaborate doorway to the north. Welcome to the Land of the Dead.



NOTE

YOU CAN COME BACK TO SEE LOPROC FROM EPISODE 10 (TO SELL AND BUY) BUT THAT WILL BECOME IMPRACTICAL WITHOUT EXTENSIVE BACKTRACKING. TRY TO FINISH YOUR BUSINESS NOW.



CHAPTER 30

EPISODE 10: THE LAND OF THE DEAD

INTRODUCTION

MAIN QUEST

- ✦ Recover the Orb from its resting place in Hecubah's lair.

SUB-QUESTS

- ✦ None

ENEMIES

- ✦ Gargoyle
- ✦ Ghost
- ✦ Lich
- ✦ Lich Lord
- ✦ Mechanical Golem
- ✦ Necromancer
- ✦ Skeleton
- ✦ Skeleton Lord
- ✦ Vile Zombie
- ✦ Zombie
- ✦ Vampire Knight (Exp. 90,000–120,000)

QUEST AND CONTINUATION ITEMS

- ✦ Gold Key
- ✦ Ruby Key
- ✦ Sapphire Key
- ✦ Orb of Oblivion

SECRET AREAS

- ✦ 8

SHOPS

- ✦ None



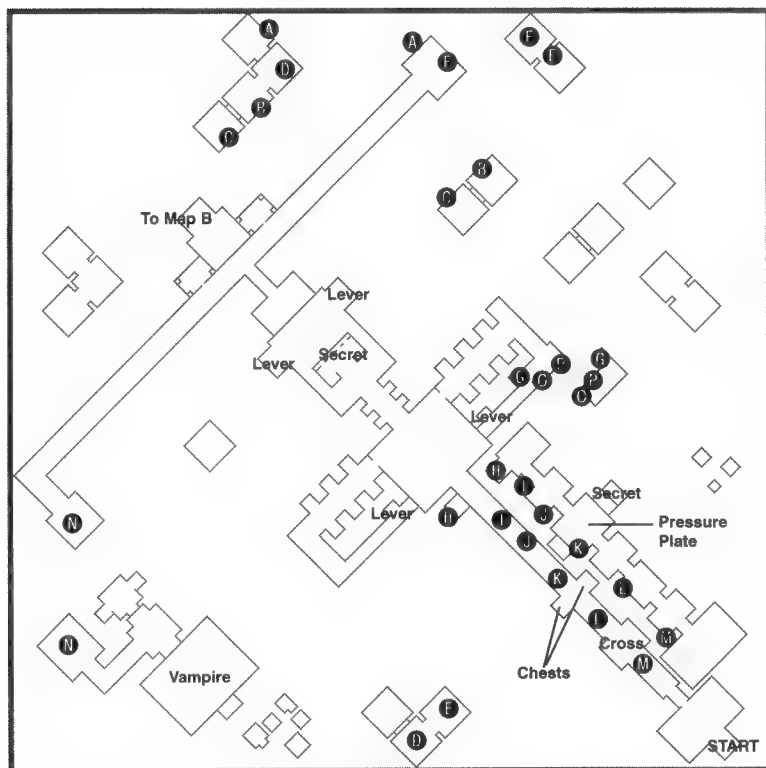


Fig. 30-1. Map A.

The single chest holds a Quiver of Inferno. Pull the switch on the wall to lower the first set of spikes to the north—pull similar switches along the hall to open your way.



TIP

YOU CAN ALSO USE THESE SWITCHES TO IMPALE ZOMBIES WHO WALK ACROSS THE RETRACTED SPIKE BEDS. REMEMBER TO SET FIRE TO ALL OF THE BODIES OR THEY'LL COME BACK.

WALKTHROUGH

Begin north through a door into a long hallway with crumbling floors. Drop down into the room below.

To the north, a large room with four Mana obelisks features a pressure plate in the center. If a monster steps on the plate, side walls open to release several angry Skeleton Lords, Zombies, and Vile Zombies.

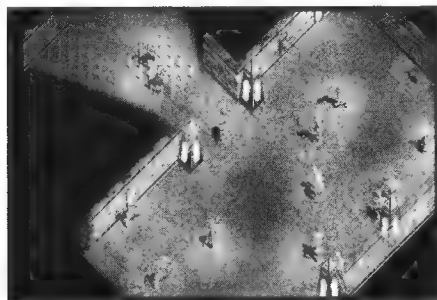


Fig. 30-2. Open the chest here to start your underground trek.





SECRET AREA

Enter the east room opened by the pressure plate and crack the east wall to reveal a chest with Grand Leather Leggings of Greater Healing.



Fig. 30-3. *It's worth it to release the undead hordes if only to get to this secret.*

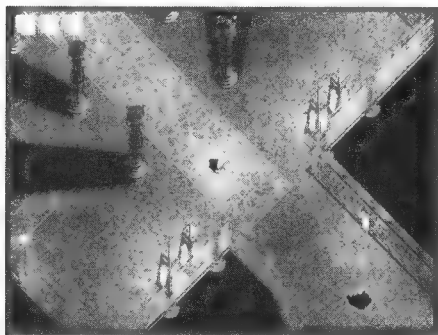


Fig. 30-4. *The column room.*

Continue north and ascend on the elevator to the west. To your north as you arrive is a large room adorned with columns.

Backtrack for a moment. Walk carefully south along the hallway—watch for

Gargoyles, arrow trap pressure plates, and collapsing floor tiles—to solid ground in a pair of alcoves to the east and west. The chest in the east alcove has Grand Armored Boots of Running and the one in the west alcove has a Quiver of Inferno. Return to the column room.

The eastern sarcophagus in the column room contains a Quiver of Inferno. Since the exit to the north is blocked, you'll have to find another way out.



Fig. 30-5. *These alcoves offer solid ground and big discoveries.*

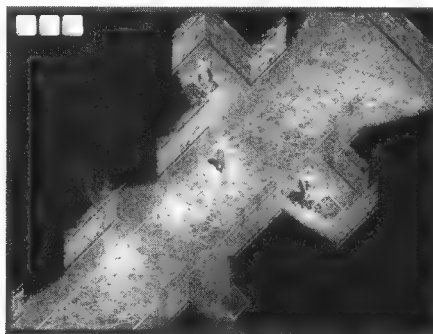
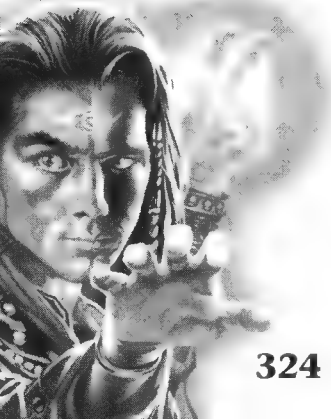
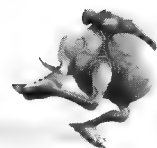


Fig. 30-6. *Don't stand near the holes in the wall when these Lords step off their triggers.*

Go first through the eastern doors. Note the arrow traps on the walls. Where are the pressure plates? As you travel down the hall, three sets of Skeleton Lords burst from the alcoves to the north and south. They are standing on pressure plates; when they step off, all of the arrow traps in the hall fire—don't be in front





of one of these traps when the Lords step out. At the end of the hall, turn south.

As you stroll down this hall, stone blocks from the north advance toward you. Run down the hall and jump over a set of spikes to a pressure plate. The Skeleton Lord will probably impale itself on the spikes.

Did you hear that click? That was the door to the west unlocking. If you jump off this plate, the door immediately locks. Jump over the spikes, grab the Lord's Kite Shield and drop it on the plate. It keeps the plate depressed so you can use the door.

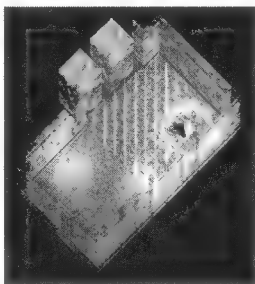


Fig. 30-7. Leave something heavy on this pressure plate.

Open the door to the west and walk around or jump over the break-away tiles (Vile Zombies and a return elevator wait below) to a lever that opens the western door in the column room and starts the sequence to open the blocks covering the northern passage. Return to the column room.

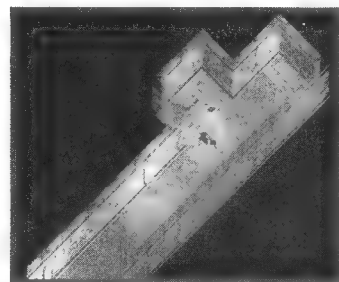


Fig. 30-9. This switch and one just like it on the other side open the way.

Enter the western door. This hall functions the same as its counterpart (except for the spike puzzle). Pull the switch and return to the column room.

SECRET AREA

From the room of spikes, follow the blocks as they retract north. Duck into the pass to the west until they start south again. Hop into the alcove to the north to find a chest with *Leather Armbands of Anti-Shock*. Get out of the alcove before the blocks return.

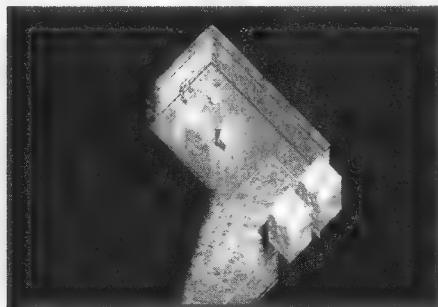


Fig. 30-8. Don't get crushed as you access this secret.

SECRET AREA

As soon as you pull the second switch, run back to the column room and up the northern opening. You should catch up with the block. Pause only to fight off Gargoyles. When the stone edges into the room to the north, run around to the north of it, and into a small building before the block is fully in place. Your reward for this bit of physical exertion is a *Titan Conjuror Helm of Greater Healing*. Snipe through the windows at patrolling Gargoyles. To leave, approach the wall to the east where a hidden panel opens.





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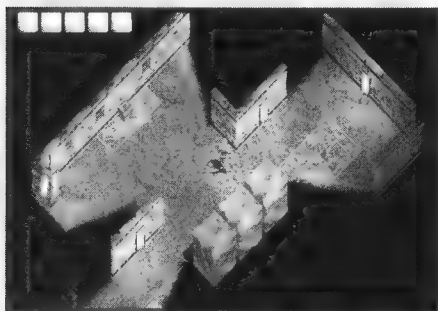


Fig. 30-10. *Get in front of the retracting blocks or this Secret Area will be forever closed.*

Move north through this room and pull both levers to the east and west. The wall to the north opens, but a Necromancer arrives to prevent your departure.

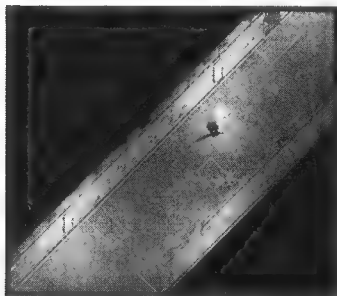


Fig. 30-11. *The colors of the rugs correspond to the colors of the Keys.*

Proceed north to a T-intersection. The doors to the north (one fronted by a red rug and the other by a gold rug) are locked.

First go west, fighting Gargoyles and avoiding arrow trap pressure plates. Turn south and scurry down the stairs. Open the sarcophagi for a Book of Burn and a Mighty Staff of Stunning.

Follow the hall south and east to a room with a statue,

four Mana obelisks, and hidden passages leading north and south. Behind the north wall, a gaggle of Gargoyles await, some sniping through windows to the east and west. Reach through the windows to get Quivers of Flame.

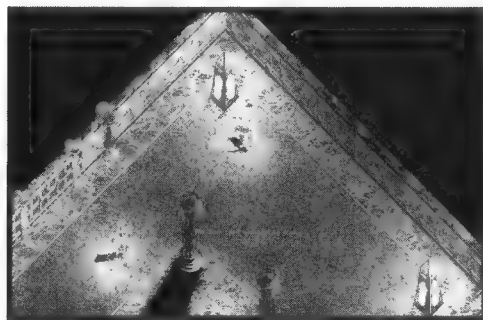


Fig. 30-12. *I've come to suck your blood!*

Go back to the four-obelisk room and go through the southern wall. When you approach the sarcophagus, a Bat flies out. When you attack, it transforms into a Vampire Knight. The basic tactic against him is to cast Stun and drop a Fist of Vengeance or Meteor on him and keep your distance—if he gets more than the briefest moment, he'll land a strong attack and heal himself. When he's dead, kill the Bat. Pick up the Ruby Key but leave behind any of the Vampire's belongings you can't wear: a Mighty War Hammer of the Leech, a Mighty Cloak, Sturdy Plate Boots, Leggings, Plate Arms, and Breast Plate of the Dragon's Scale.

Return to the T-intersection. Enter the red door and push the stone block onto the pressure plate for the first part of the door unlock sequence.

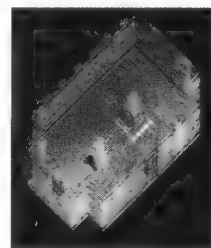
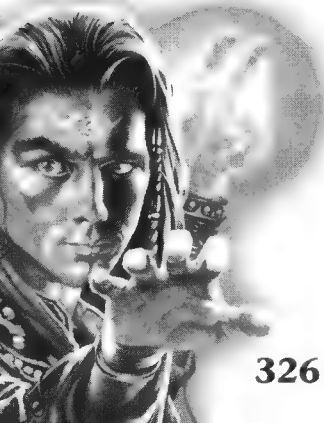


Fig. 30-13. *Both plates must be depressed for the way to open.*





Leave the red switch room and go east, stepping around arrow trap pressure plates. Step onto the teleporter to begin the teleporter maze.



Fig. 30-14. The teleporter maze begins.

Immediately fight a Necromancer. Other monsters will be running the teleporter circuit in search of you, so you'll have them to contend with as they arrive.



TIP

THOUGH THERE ARE SEVERAL TELEPORTERS IN THIS MAZE, YOU NEED ONLY CONCERN YOURSELF WITH A FEW.

Once you've done your business with the Necromancer, step onto the same teleporter on which you arrived.

Next, walk one room west (blue tapestries on the wall) and step on the teleporter.

This room is home to four Mana obelisks and a chest on a pressure plate. As you approach the chest, a room to the north opens and a Gold Key pops out. To leave the

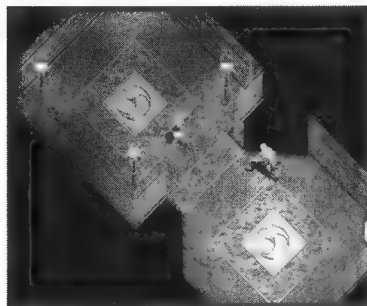


Fig. 30-15. Step 2.

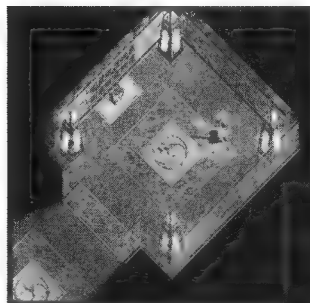


Fig. 30-16. Step 3.

the teleporter. Go west through a hidden door and open a chest for a Grand Cloak of Greater Healing.

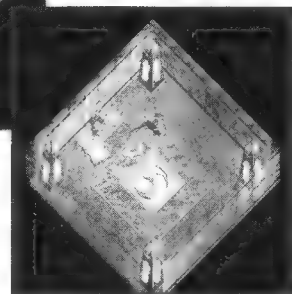


Fig. 30-17. Step 4 is optional.



Fig. 30-18. So is step 5.

maze, take the key and go north onto the teleporter (taking you back to where you began). But instead, let's go treasure hunting.

Enter the blue tapestry room to the west and use



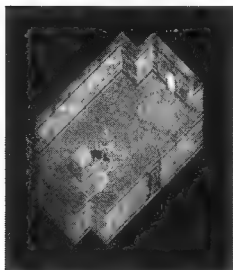


Fig. 30-19. *This plate completes the door sequence.*

Step on the teleporter near the chest and move two rooms (through hidden doors) to the east. Go north and step on the teleporter to exit the maze.

Return to the T-intersection and enter the gold door. Push the block onto the pressure plate to complete the door sequence and leave the gold room.

Trek north through the new opening. A chest in the middle of the room holds a Crossbow of Charged Bolt. Note the Force Orbs that push you away if you touch them. Exit upstairs to the north.

To the north, find a lever on the room's central pillar. Pull it to lower the walls, releasing Skeleton Lords and a Lich. A chest contains a Divine Conjurer Helm of Regeneration and the Stars. When the room is clear, pull the switch on the north wall, opening the door to the north.

Turn the corner west through a door. As you approach a room full of Vile Zombies, walls behind you open to release more of the

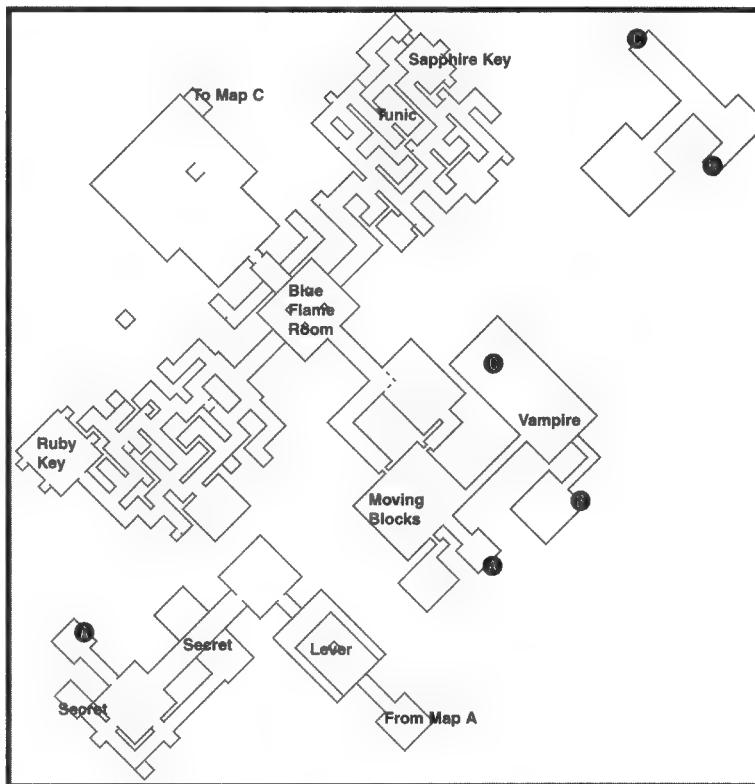


Fig. 30-20. *Map B.*

same. Run back to the room to the east and let loose with a Meteor.

In the hidden Zombie rooms, break open the coffins for a Quiver of Inferno.

SECRET AREA

In the southern Zombie ambush room, shatter the southern wall and creep down the passageway. Battle the Gargoyles patrolling this secret tunnel and launch fire arrows into the room to torch any Zombies left over from earlier. A chest here contains a Quiver of Inferno.



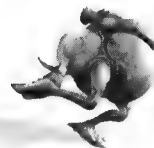


Fig. 30-21. Go back to this room to find a secret.

At the north end of the passage, a secret room is locked. To access it, you must do something much later on this level. We'll come back here when the secret is accessible.

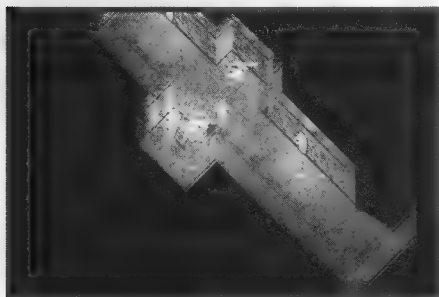


Fig. 30-22. Come back here later.

From the Zombie room, go north to an elevator and through a door. To get to the tunnels off this room, you must move the stone blocks onto

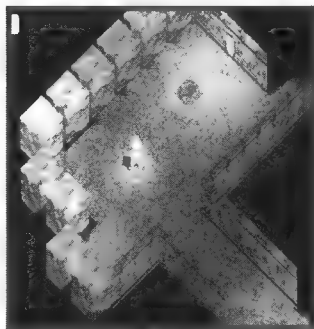


Fig. 30-23. You must get the right combination.

with floor plates. Press the switches in the following order:

1. Southeast
2. Northeast
3. Southeast
4. Northwest

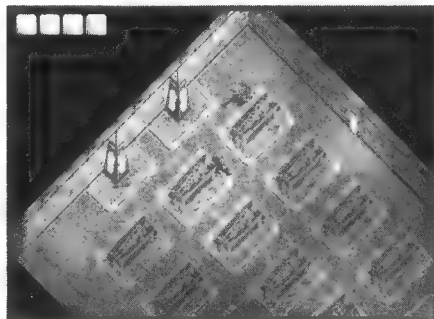


Fig. 30-24. Find the pit to ditch your Vampire foe.

You can now access the door to the north, but first go east to a room filled with coffins. The Bat becomes a Vampire Knight when you attack.

Pick up the Vampire's goods and tend to the other coffins in the room. Some contain Skeleton Lords or Vile Zombies. Others hold items: a Quiver of Electrocutation (center row, third from north), and Grand Armored Boots of Anti-Shock (west row, fourth from north).

Drop into the room below and explore for a Quiver of Inferno and a Divine Leather Tunic of Regeneration. Seek the elevator in the southwest alcove and ride it up. Go east and north to return to the coffin room.





TIP

THERE'S A PIT UNDER ONE OF THE COFFINS (EAST ROW, FOURTH FROM NORTH). TRY TO GET THE VAMPIRE TO FALL INTO IT. HE WILL, HOWEVER, EVENTUALLY FIND HIS WAY BACK UP.

Return to the moving block room and enter the door in the southeast corner. Zombies and Vile Zombies defend a coffin in the center.

Go back to the moving block room and bear east through the door in the northeast corner. Launch Pixie Swarm into the room to clear out Gargoyles, and step inside. Smash the coffins for a Quiver of Electro-cution.

Backtrack one last time to the moving block room and go north, avoiding the arrow trap plates on the floor.

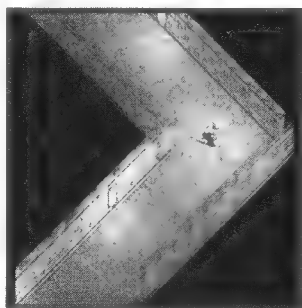


Fig. 30-25. One last corridor.

You arrive at a room lit by blue flames. A Mechanical Golem is trapped behind a magic wall to the north. To release it, approach the sarcophagus in the



Fig. 30-26. The blue flame room.



Fig. 30-27. Mechanical Golems don't go well with electricity.

center of the room. (It contains a Titan Cloak of Greater Healing.)

The Mechanical Golem is much faster than the Stone variety, but the strategy is the same and quite obvious: Don't let him touch you. Use Arrows enchanted with Shock to do additional Shock Damage.

When the creature is scrapped, Gargoyles burst out of side rooms to the north. Go into each of the passages from which they came, and walk to the end. Look through the windows to shoot Arrows

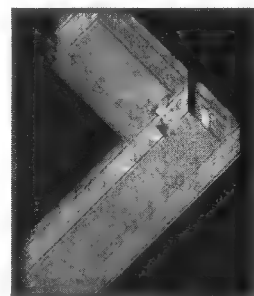
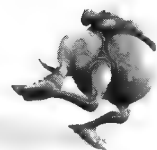


Fig. 30-28. Fire at a button on each side.





at distant buttons. When both buttons are depressed, the halls east and west of the blue flame room will be accessible.



Fig. 30-29. *The entry to the eastern maze.*

Go east, casting Pixie Swarm to kill Gargoyles. Follow this path until it opens onto a T-intersection. Explore south first.

When you approach, a hidden door lowers to release a Mechanical Golem. Lead him back into the blue flame room to finish him. Inspect the Golem's room for a Quiver of Electrocution, accessible through a window.

SECRET AREA

Opening the hidden door to the Mechanical Golem allows access to that Secret Area earlier on the map. Return there now.

SECRET AREA

Retreat back to the previous Secret Area (at the Zombie ambush). As you approach the previously locked wall, it drops to reveal a Mechanical Golem and a chest with Titan Leather Leggings of Greater Healing. Return to the blue flame room.

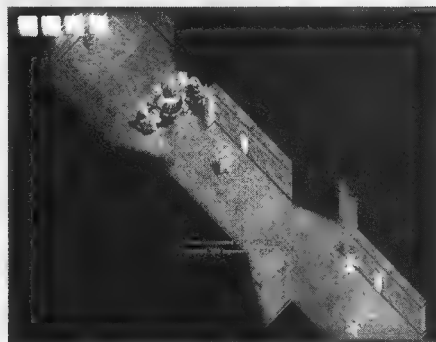


Fig. 30-30. *Go back to this area for a fierce fight with big prizes.*

Return to the T-intersection and go north, east, north, and east again. Then take the first passage south. The room to the east is illuminated by blue flames and sports a sarcophagus with a Titan Leather Tunic.

Crawl back to the north end of the maze and through the breakable wall to the east.

The passage turns south to a window through which a Gargoyle fires. Kill it and break the wall. Open



Fig. 30-31. *Find the Sapphire Key here.*

the sarcophagus for a Sapphire Key. Retrace your steps back to the blue flame room.





Fig. 30-32. *The beginning of the western maze.*

Enter the western maze. At the T-Intersection go south, west, south, west, and south again to a room with blue fire, four obelisks, and a sarcophagus. (It contains a Quiver of Electrocutation.) The Mechanical Golem in the hallway doesn't take kindly to your thievery.

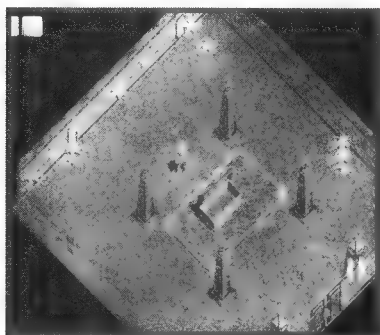


Fig. 30-33. *Your Ruby Key.*

From this room, go west, north, west, south, west, north, west, and north. This room with stone and Mana obelisks hosts the Ruby Key. Take it and return to the blue flame room.

Advance north through the huge gates to a room filled with Force Orbs. Search the room and flip the switch in the northwest corner. Exit up the stairs in the northeast corner.

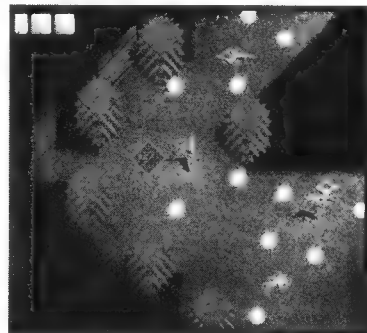


Fig. 30-34. *Don't get bounced into the spike blocks.*

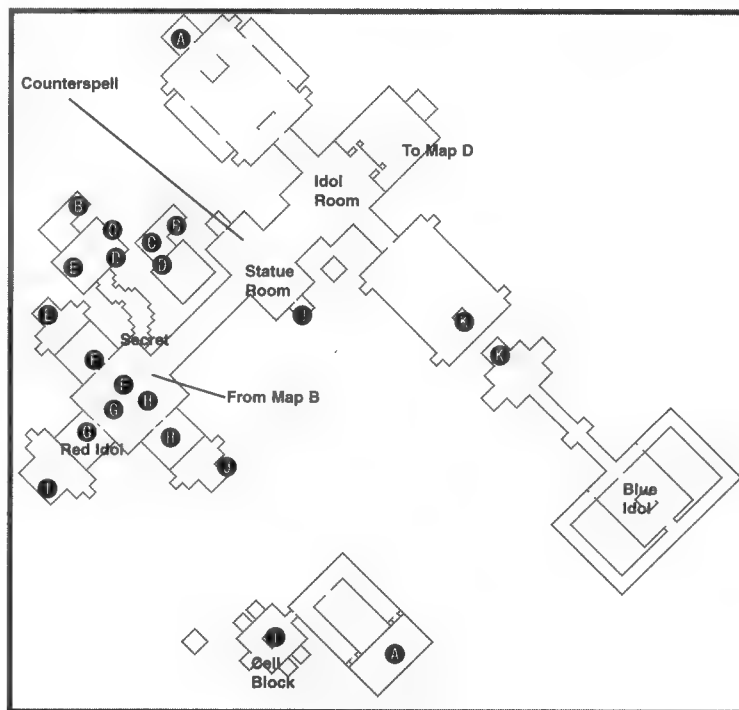


Fig. 30-35. *Map C.*





SECRET AREA

From the staircase, bust open the wall to enter a narrow passage. Break another wall to confront Gargoyles and jump onto a teleporter. Jump over pressure plates and walk directly to the center of the room—don't stray or you'll fall through the floor, probably onto spikes. Dig around for a pair of Titan Armor Boots of Greater Healing.

Step on the next teleporter to battle a Lich in very close confines. His chest holds a Quiver of Stunning and the Tick. Take the teleporter back to the starting room.



Fig. 30-36. Follow the path behind this wall to a dangerous secret.

Head east down the hall—be on the lookout for arrow trap triggers on the floor—to a large room with a statue in the center. A chest here contains a Book of Counterspell.

The door to the south leads to a teleporter and a fight

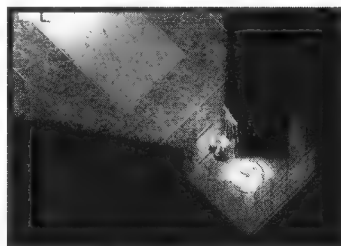


Fig. 30-37. The southern closet keeps a teleporter.

with a Lich. Boost the chest for a Titan Leather Tunic of Anti-Lightning. Take the teleporter back to the starting room and return to the statue room.

In the next room east, fight another Vampire Knight. Don't bother taking his possessions; you can't wear most of them and you can't sell them. Continue east.



Fig. 30-38. Find a way to disable the Sentry Rays.

Sentry Rays block your path east and the north. In front of you are two bases in the floor for the display of idols (one illuminated in red, the other in blue). The hall to the south is accessible.

Go south to a large room with spikes around the outside and Force Orbs inside. You must fight a speedy Necromancer and Gargoyles. The Necromancer summons Shades unless you interrupt him with a Counterspell. Use your best impact Arrows—they throw victims into the Force Orbs. After the fight, the walls ascend to reveal an elevator. Ride it up.





PRIMA'S OFFICIAL STRATEGY GUIDE

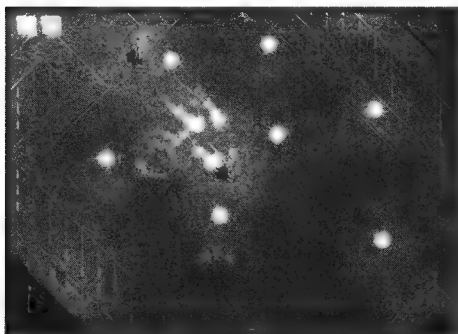


Fig. 30-39. *The environment is almost as dangerous as the competition.*

Gargoyles attack immediately. The chest to the south has a Quiver of Stunning and the Tick. Plow down the long hall south to an intersection.

The door to the south is locked, so go either way, but beware the pressure plates. Look through the window to the north and use an Arrow to press the red button. Go in through the previously locked door.

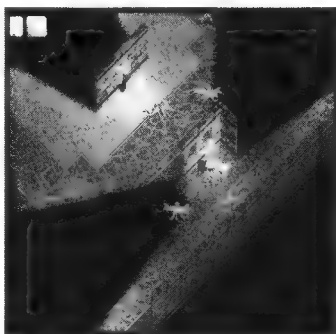


Fig. 30-40. *Shoot through this window to hit a button and the idol is yours.*

Approach the Blue Idol. As you grab it, move away to dodge a booby trap arrow. Pass through the blue flames (stop to recharge your Mana if you miss this jump) in the center of the room

to flip a switch, disabling one of the Sentry Rays to the east hall.

Go back to the idol room and place the Blue Idol in the blue-lit base to disable the Sentry Ray by the north door. Go through the north door to find a Titan Conjuror Helm of the Dragon's Hide.

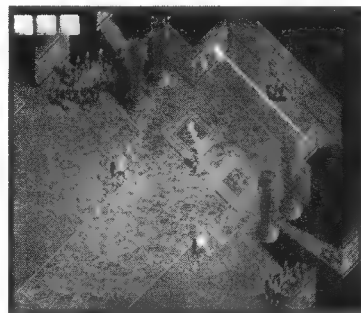


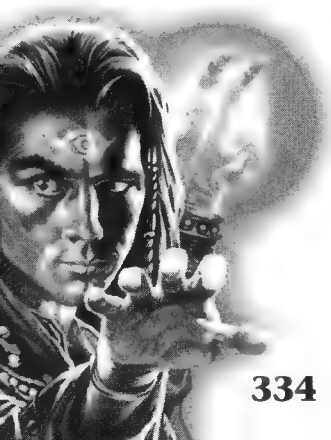
Fig. 30-41. *You can now go north.*

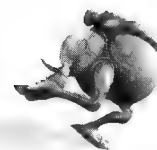


Fig. 30-42. *Let the rotating ray do the work for you.*

A Sentry Ray circles the room and two Mechanical Golems hide behind a wall to the north. Time the beam and run around to the north to draw the Golems out. You can get them to bumble into the Force Orbs and die in the ray. Go around to the north and pull the switch, disabling the Sentry Ray that blocks the northern exit.

Through the north door and up the stairs, pull a lever on the wall and fight Gargoyles and a Lich. Advance north and clear out the





passage. When you're finished, go through the western door.

This room is inhabited by one free-range Lich and four sealed cages with imprisoned Liches and Necromancers. There are four plates

on the floor, each corresponding to a cage. If you step on any plate, it will open one of the cages. The walls around the center of the room contain a teleporter—it's available when you kill the free Lich.

Draw the free Lich back into the previous room and fight it there. Next, enter the cell-block and step onto the teleporter without touching any of the plates.

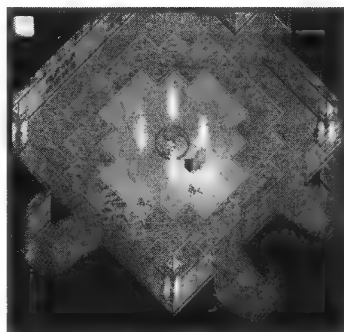


Fig. 30-43. Keep everyone behind bars by fighting the Lich in another room.

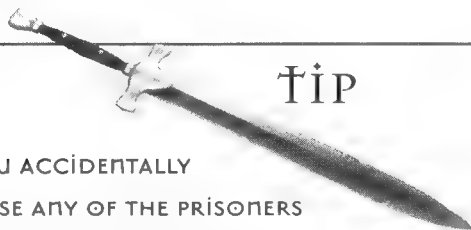


Fig. 30-44. This monster isn't going to keep you from the Red Idol.

Red Idol. Step onto the teleporter and drive east to the idol room.



Fig. 30-45. Place the second idol to advance.



TIP

IF YOU ACCIDENTALLY RELEASE ANY OF THE PRISONERS AFTER THE TELEPORTER IS OPEN, KILL THEM BEFORE THEY USE THE TELEPORTER. HAVING THEM WHERE YOU'RE GOING WILL MAKE THINGS EVEN MORE DIFFICULT.

A Mechanical Golem stands between you and the Red Idol. When you're victorious, the wall to the east lowers so you can claim the

Place the idol to shut off the second beam to the east. Your reward is a pair of Liches. Pull both levers to open the wall to a staircase.

From the top of the stairs, march north to a hall with advancing Sentry Rays. Avoid them to reach a room with a huge statue inside.



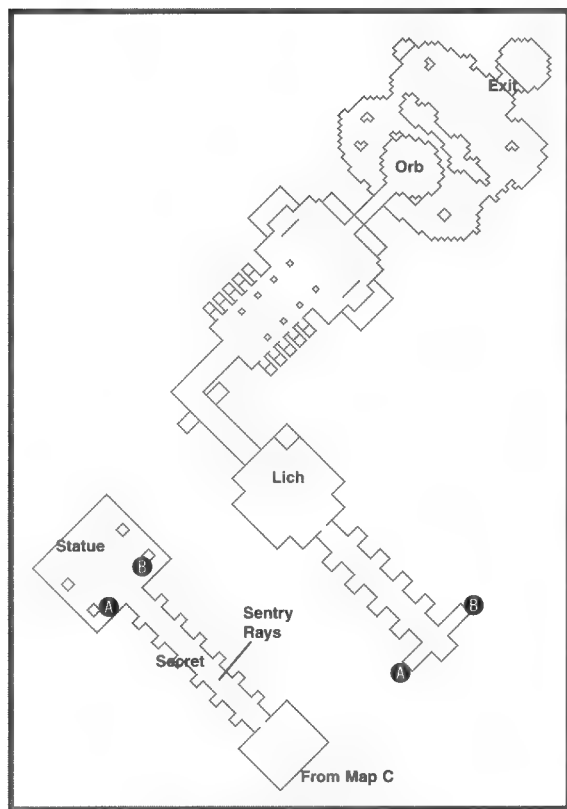


Fig. 30-46. Map D.

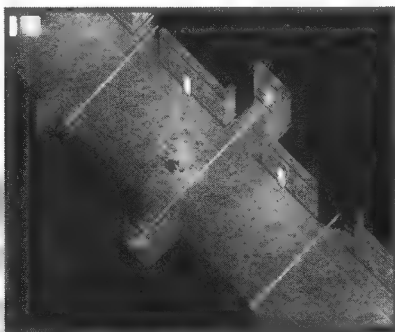


Fig. 30-47. Get behind one of these rays and follow it up the hall.

SECRET AREA

Step quickly into the fourth ray alcove on the west. A chest holds Divine Leather Armbands of Greater Healing. Get out before the ray returns.

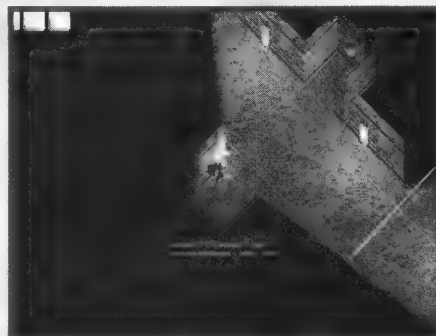


Fig. 30-48. Raid this chest fast or you're toast.

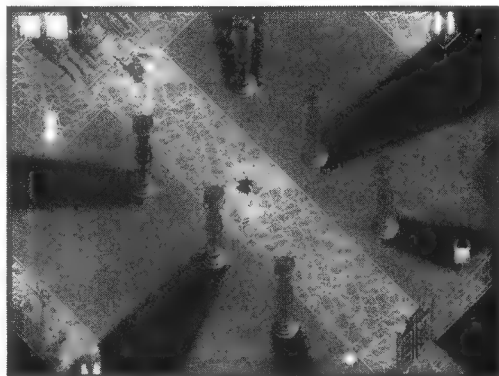


Fig. 30-49. Counterspell to minimize the damage of the Force of Nature Staff.





As you approach the statue, two Liches materialize. When you're done with them, you get two more.

Descend to the lower level via either elevator. Trudge north through a gate to face the Lich Lord. This super Lich is equipped with a Force of Nature Staff, a weapon that produces deadly green balls. Fortunately, the balls move very slowly. Although you cannot Counter-spell to stop the Lich Lord from launching these projectiles, you can do it to break them up into less harmful mini-balls. The Lord also summons Ghosts and casts Meteor and Slow.

When the Lich Lord expires, you can take his Force of Nature Staff.

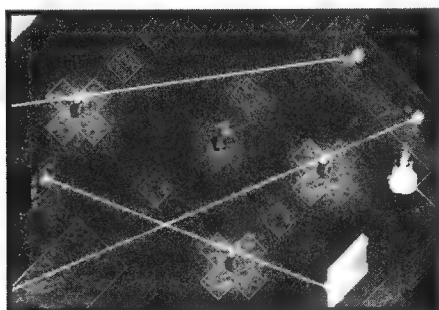


Fig. 30-50. You need to activate six switches to clear this room.

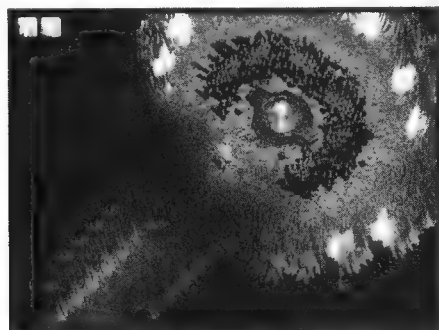
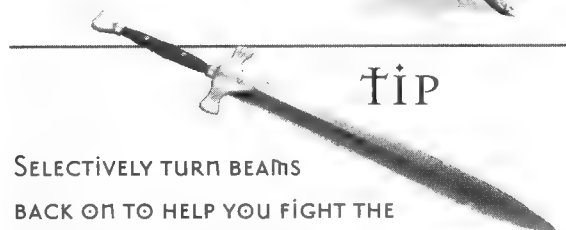


Fig. 30-51. Get the orb to complete the Staff of Oblivion.



TIP

SELECTIVELY TURN BEAMS

BACK ON TO HELP YOU FIGHT THE LICHES AND GOLEMS. SEVERAL GARGOYLES COME TO LEND A HAND. WHEN ALL MAJOR ENEMIES ARE GONE, A SIXTH SWITCH IS EXPOSED. USE IT TO OPEN THE PASS TO THE EAST.

Proceed north down the column hall and turn east. Spike blocks prevent your return.

An array of Sentry Rays circle the room. Pull all four switches to shut off one of the rays and drop a wall hiding a fifth switch. Hit it to open walls to the north and south, each with a Lich and a Mechanical Golem.



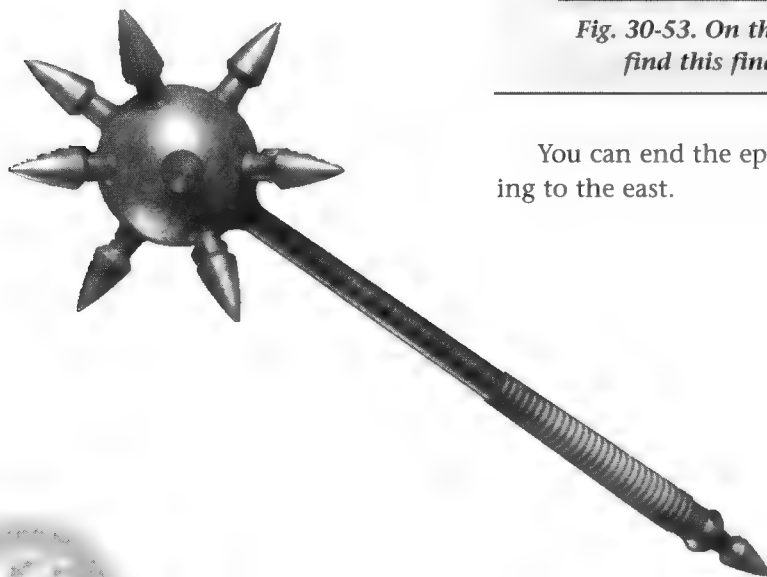
Fig. 30-52. The Staff will make short work of this crowd if you keep it charged.





Enter the orb room and snatch the Orb of Oblivion. This brazen act of thievery brings forth Hecubah. She leaves her minions to deal with you.

Though their numbers seem overwhelming, you can handle the entire army of Skeleton Lords, Zombies, Vile Zombies, Gargoyles, Liches, and Mechanical Golems by using the fully assembled Staff of Oblivion. With a click of your Action button, powerful lightning chains between every enemy in sight. You must, however, recharge the Staff with Mana crystals.



SECRET AREA

In the northeastern corner of the orb cave, note the breakable wall. Inside, pocket a Divine Conjurer Helm of Greater Healing.

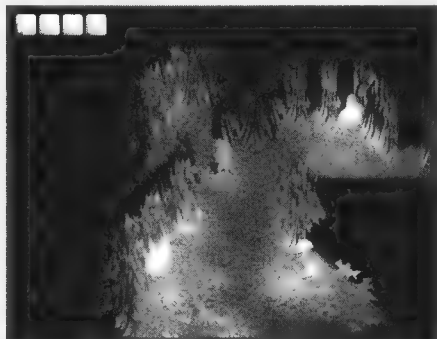
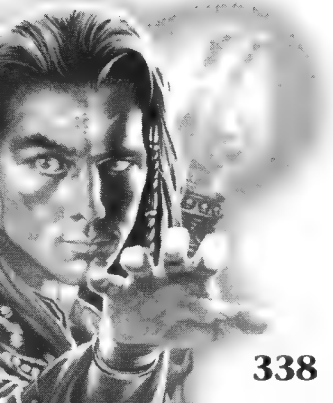


Fig. 30-53. On the way out, stop to find this final Secret Area.

You can end the episode any time by exiting to the east.



CHAPTER 31

EPISODE II: SHOWDOWN AT GROK TORR

INTRODUCTION

MAIN QUEST

- ♣ Defeat Hecubah.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Hecubah
- ♣ Ember Demon
- ♣ Ogre
- ♣ Ogress
- ♣ Ogre Lord

QUEST AND CONTINUATION ITEMS

- ♣ None

SECRET AREAS

- ♣ 1

SHOPS

- ♣ None



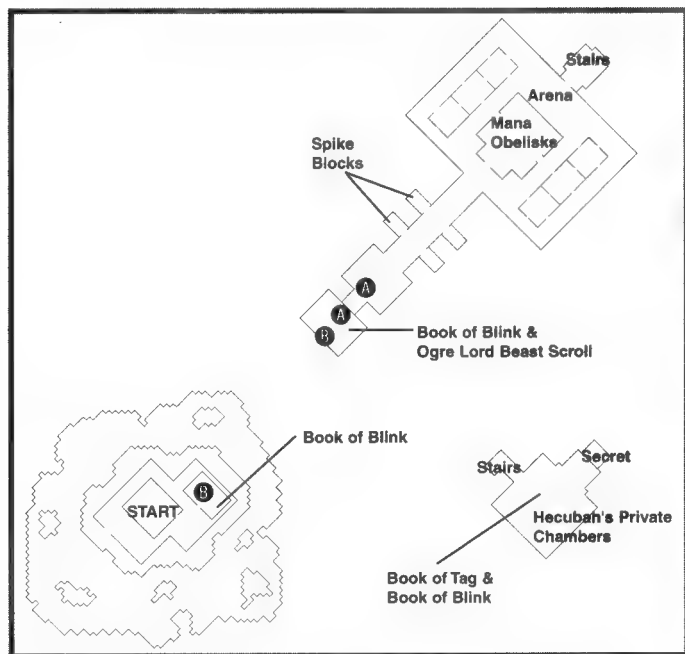


Fig. 31-1. Map

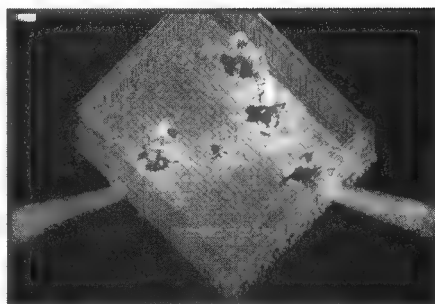


Fig. 31-2. Use Charm to win friends and kill Ogres.



Fig. 31-3. There are enough Books of Blink to get you to maximum Level. This is the first one.

WALKTHROUGH

As you enter, you meet Hecubah. The negotiations do not go well and she orders five Ogre Lords to rip you limb from limb. Immediately charm one of the Lords and let him fight while you blast away with the staff of Oblivion to relative safety.

Look for a Quiver of Electrocutation and a Quiver of Inferno in a chest.

Exit via the west door to meet with more Ogre Lords. Fill your Cage again.

Even more Lords wait around the south, near Mana obelisks.

Walk around the back of the eastern hut to meet an Ogress and Ogres. Enter the hut and nab a Book of Blink from a chest.

Step into the teleporter to continue.



Fig. 31-4. Cast Blink to get out of here.





This room is sealed (use the Teleporter to get in) but it does contain another Book of Blink (in a chest) and an Ogre Lord Beast Scroll (in a barrel). To escape this room, cast Blink.

A series of spike blocks slam closed behind you. After another chat with Hecubah, the battle begins.

THE ARENA

The Arena consists of a rectangular room with a center area and one large side room up the stairs.

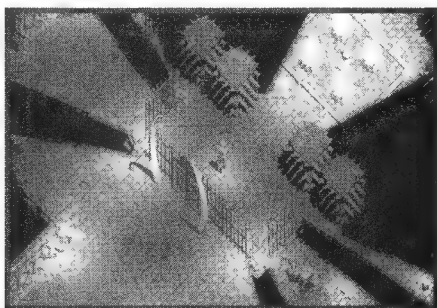


Fig. 31-5. Come in here for quick Mana charges, but mind the spikes.

In the main room, a central area contains Mana obelisks and moving spike blocks (to make recharging more stressful).

Around this central area are six small rooms with breakable walls—some contain Mana obelisks.

Up the stairs to the east are Hecubah's

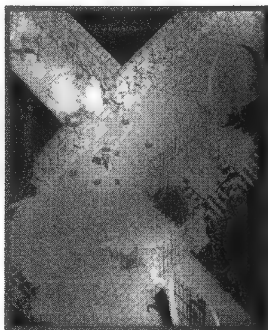


Fig. 31-6. These cells can provide a Mana charge if you break the walls.

private chambers. Run up here at your first opportunity. Look in the chest for a Book of Tag and another Book of Blink. On the east wall, a hidden door lifts to reveal an Ember Demon Beast Scroll.

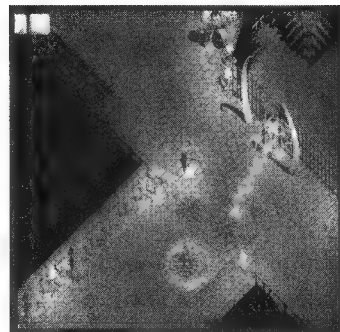


Fig. 31-7. Search Hecubah's crib for some very handy spell books. If you get cornered in here, Blink.

HECUBAH'S ASSISTANTS

All of Hecubah's seconds (Ember Demons and all kinds of Ogres) can be charmed. An Ogre Lord and an Ember Demon is a nice combination as escorts. You can also set them out to hunt and, when they perish, Charm others to replace them.

To supplement the Ogres already in the Arena, Hecubah Summons the Ember Demons. If you see her Summoning one (look for the

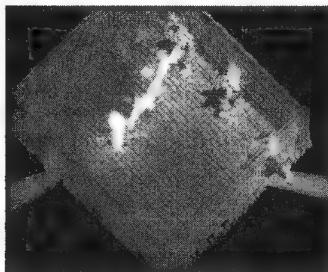


Fig. 31-8. Ogres and Ember Demons make focusing on Hecubah difficult.





blue swirl), cast Counterspell to abort the procedure.

HECUBAH

The evil Necromancer herself is armed to the teeth with powerful magic. She can cast Confusion, Blink, Force Field, and Missiles of Magic. She can also summon Ember Demons and cast healing spells on herself if she's given time.

She also fires Death Ray, a potent beam that can reduce a Conjurer to dust in one shot. On the up side, Death Ray shots must be precise, so you can usually avoid them by staying in motion.

When Hecubah gets below a certain level of Health, she will switch from hunting you to retreating from you. In this mode, she will stay on the move constantly, running from you on sight. This makes her

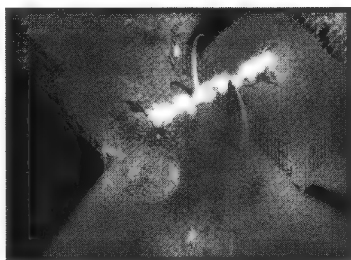


Fig. 31-9. Death Ray! Your only hope is to block it or Blink away.

very hard to pin down and gives her plenty of time to cast healing spells. Nail her with a Tag spell and she'll always appear on your map, making her much easier to find.

STRATEGIES

- ♣ Although the Staff of Oblivion is an impressive weapon, it has a diminished effect on Hecubah. You should still use it on her support creatures but you will probably do better against her with other tools. Still, if properly used, the staff wears her down gradually.
- ♣ Blink constantly. You probably won't have time to react to a Death Ray shot, but moving at random allows you a better chance to avoid it. When Blinking, always move laterally before Blinking again—this makes it more difficult for others to follow.
- ♣ Weaponry: Other than the Staff of Oblivion, use your Bows and Crossbows whenever possible. Since speed will be essential, use only ones enchanted with Readiness or Projectile Speed.
- ♣ Spells: Stick to the basic Meteor and Fist of Vengeance. Send out as many Bombers as you can with the Stun/Meteor or Stun/Fist combo.
- ♣ You can Summon any beast for which you have a Scroll. Stone Golems are fun but take forever to Summon. You can Charm beasts from Hecubah's team until they run out.
- ♣ When Hecubah begins retreating, Blink randomly to find her and run into her wake as she Blinks away.
- ♣ If you like to be very aggressive, you can follow Hecubah through her Blinks. Walk into the teleport wave to follow her to her next destination. Attack immediately when you arrive at the destination.



CHAPTER 32

THE WIZARD'S TALE

Everybody knows what a Wizard is about: powerful magic, no muscle. The challenge of overcoming this mighty spell caster's shortcomings is one of the great joys of playing as a Wizard; it forces you to think more creatively. You already know all the details—this introduction will refresh you on the most important points and offer a quick reference as you hurtle into the adventure of *Nox*.

EPISODES

The Wizard's Tale is divided into eleven episodes. Several of the episodes are unique to this campaign in both name and substance. Others have the same titles for all characters, but there will be differences ranging in degree from minor to radical. Don't assume that just because you've been there, you know what you're doing.

The Wizard episodes are:

1. Horvath the Wizard
2. Galava Castle
3. A Dangerous Errand
4. Beneath the Field of Valor
5. Ogre Raid at the Hamlet of Brin
6. The Halberd of Horrendous
7. The Heart of Nox
8. The Weirdling Beast
9. Journey through the Dismal Swamp
10. The Land of the Dead
11. Hecubah's Last Stand





QUESTS

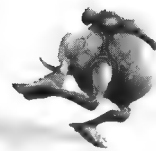
Each episode contains one or more main quests and can also offer optional sub-quests. You must finish the main quests to go on to the next episode, but sub-quests can be ignored (though there are often valuable rewards and Experience to compensate you for your trouble).

To save Nox as a Wizard, you must triumph over the following quests. (Optional sub-quests are marked with a *):

- ♣ **Episode 1:** Discover the fate of Horvath's lost apprentice in the Urchin den.
- ♣ **Episode 2:** Recover the Book of Oblivion and the Amulet of Clarity for Horvath from the Forgotten Library.
- ♣ **Episode 2:** Capture Morgan lightfingers and bring a band of rogues to justice. *
- ♣ **Episode 3:** Recover the Amulet of Teleportation from the Bandits.
- ♣ **Episode 4:** Investigate the Tomb of Valor for evidence of Hecubah's presence.
 - ♣ **Episode 4:** Escape the Tomb of Valor.
 - ♣ **Episode 5:** Rescue Horvath from the Ogre village of Grok Torr and lead him to safety.

- ♣ **Episode 5:** Save Lewis the Frog from a raging inferno in the Hamlet of Brin.
- ♣ **Episode 6:** Sneak into the Warrior Fortress of Dün Mir to steal the Halberd of Horrendous.
- ♣ **Episode 7:** Recover the Heart of Nox from the top of the Wizard's Tower.
- ♣ **Episode 7:** Escape from the underworld.
- ♣ **Episode 8:** Obtain passage to the Temple of Ix from Aldwyn the Conjurer.
- ♣ **Episode 8:** Recover the Weirdling Beast from the Temple of Ix.
- ♣ **Episode 9:** Find Mordwyn's Home in the swamp.
- ♣ **Episode 9:** Find the Ogre Outpost.
- ♣ **Episode 9:** Find the entrance to the Land of the Dead.
- ♣ **Episode 9:** Rescue Aidan the Wizard from the Ogre Outpost.
- ♣ **Episode 9:** Save Cain the Conjurer in the wastelands before he is killed by Wolves.
- ♣ **Episode 10:** Recover the Orb from its resting place in Hecubah's lair.
- ♣ **Episode 11:** Defeat Hecubah.





WEAPONS

The Wizard can use the following weapons. Consult Chapter 3 for details on each weapon and its available enhancements.

- ♣ Wooden Staff
- ♣ Sulphurous Flare Staff
- ♣ Sulphurous Shower Staff
- ♣ Fireball Staff
- ♣ Triple Fireball Staff
- ♣ Lightning Staff
- ♣ Halberd of Horrendous
- ♣ Halberd with the Heart of Nox
- ♣ Halberd with the Heart of Nox and the Weirdling
- ♣ Staff of Oblivion

ARMOR

The Wizard can use the following armor items. Consult Chapter 3 for details on each item and its available enhancements.

- ♣ Shirt
- ♣ Pants
- ♣ Sneakers
- ♣ Medieval Shirt
- ♣ Medieval Pants
- ♣ Cloak
- ♣ Leather Boots
- ♣ Wizard Helm
- ♣ Wizard Robe

SPELLS AND SKILLS

The Wizard has a dizzyingly diverse Spell Set. Try to use every spell available to you and learn the right moments for each.

You acquire all spells from found and purchased spell books. The Wizard gains the ability to construct traps in Episode 6.

- ♣ Anchor
- ♣ Blink
- ♣ Burn
- ♣ Channel Life
- ♣ Confuse
- ♣ Counterspell
- ♣ Dispel Undead
- ♣ Drain Mana
- ♣ Energy Bolt
- ♣ Fireball
- ♣ Force Field
- ♣ Haste
- ♣ Inversion
- ♣ Invisibility
- ♣ Lesser Heal
- ♣ Light
- ♣ Lightning
- ♣ Lock
- ♣ Missiles of Magic
- ♣ Moonglow
- ♣ Obliteration
- ♣ Protect from Shock





- ♣ Protect from Fire
- ♣ Protect from Poison
- ♣ Pull
- ♣ Push
- ♣ Reflective Shield
- ♣ Shock
- ♣ Slow
- ♣ Swap Location
- ♣ Tag
- ♣ Telekinesis
- ♣ Trigger Trap
- ♣ Wall

THE WALKTHROUGHS

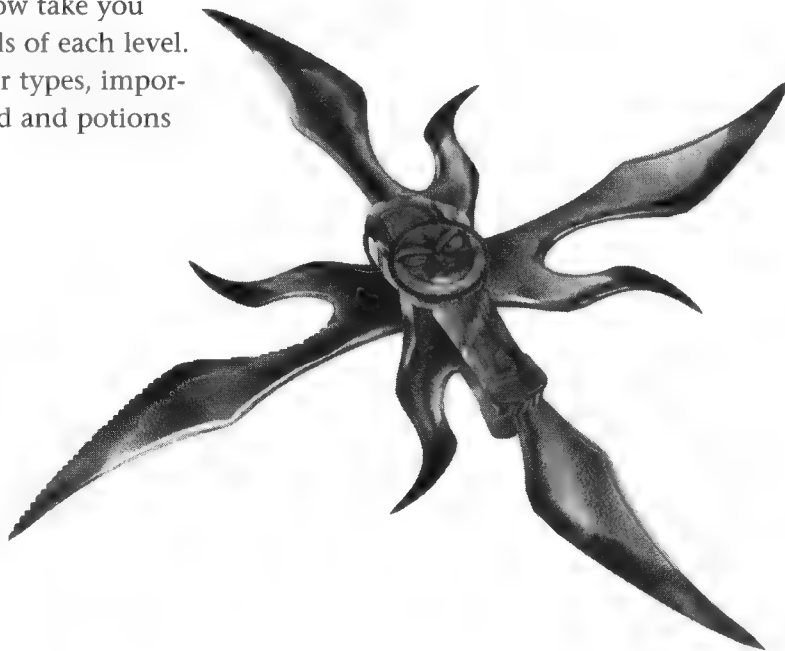
The walkthroughs that follow take you through all the major details of each level. The directions note monster types, important items (you'll know gold and potions

when you see them without help), and the locations of Secret Areas.

The maps that appear in the walkthrough will display many of these same points along with landmarks to help you find your bearings if you get lost.

The headers to each walkthrough provide information for players who want to know what to expect but only wish to consult the guide if they're stumped. This information includes: quests, monsters, quest and continuation items (Keys, etc.), the number of Secret Areas, and the names of the episode's shops.

As a Wizard, you have the power to move the earth with your mind. Learn your art well and quickly; Hecubah's onslaught will focus on you, Nox's savior, earlier than you'd like.



CHAPTER 33

EPISODE I: HORVATH THE WIZARD

INTRODUCTION

MAIN QUEST

- ✦ Discover the fate of Horvath's lost apprentice in the Urchin den.

SUB-QUESTS

- ✦ None

ENEMIES

- ✦ Cave Spider
- ✦ Small Cave Spider
- ✦ Urchin

QUEST AND CONTINUATION ITEMS

- ✦ Sapphire Key

SECRET AREAS

- ✦ 6

SHOPS

- ✦ None

WALKTHROUGH

Part company with the Airship Captain and begin your journey up the path to the northeast.



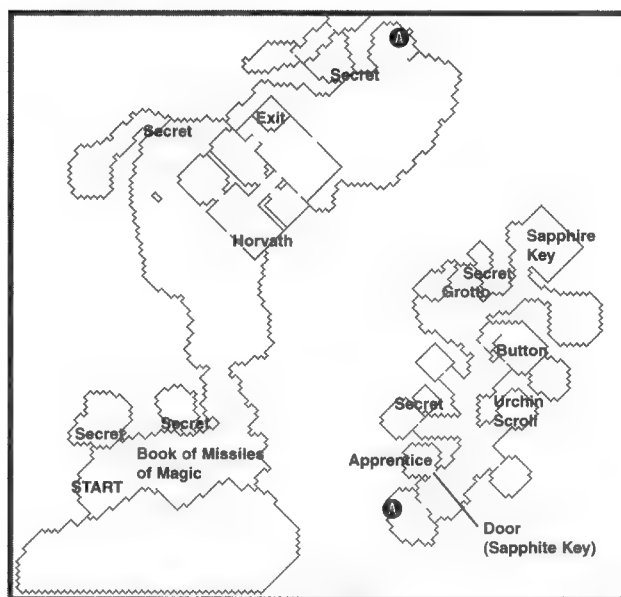


Fig. 33-1. Map A.

SECRET AREAS

North of your starting point, look for a sign about breakable walls. What a coincidence: there's a breakable wall right here! Beat on it with your Staff and claim gold from a barrel and a chest.

Just southeast, along the same wall and to the right of the palm tree, find a second Secret Area with gold.

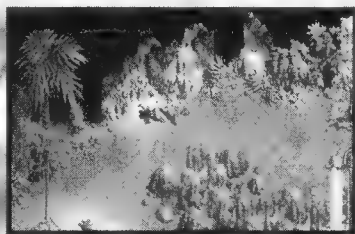


Fig. 33-2. You can break this cracked wall.

Pick up the spell book on the ground: it's a Book of Missiles of Magic.



TIP

MISSILES OF MAGIC WILL BE YOUR BASIC OFFENSIVE SPELL (ALONG WITH FIREBALL) AND SHOULD BE USED FREELY THROUGHOUT THE GAME. AS YOU ELEVATE THE SPELL TO HIGHER LEVELS, IT BECOMES MORE POWERFUL AND LESS COSTLY TO CAST.

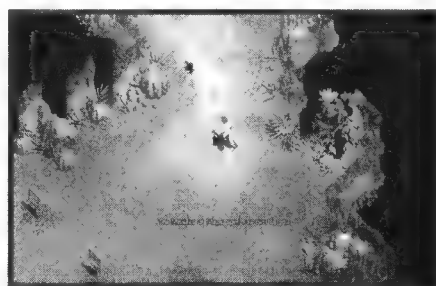
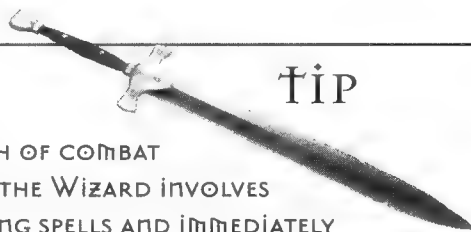


Fig. 33-3. Eat my Missiles, Urchin!

Your first opposition comes from an Urchin. Immediately unleash your first Missiles of Magic spell and take cover while it does its job.



TIP

MUCH OF COMBAT WITH THE WIZARD INVOLVES CASTING SPELLS AND IMMEDIATELY MOVING TO A NEW LOCATION. IT'S NOT COWARDLY, JUST PRUDENT. MASTER THIS SKILL WHILE THE OPPOSITION IS STILL VERY LIGHT.





Horvaths's house is in a clearing to the northeast. Search the woods around the house, then go inside.

SECRET AREA

North of Horvath's house on the northern wall, look for a pair of barrels. Break open the wall behind them for a Secret Area. You face three Cave Spiders but you earn gold and a pair of Flimsy Leather Boots.

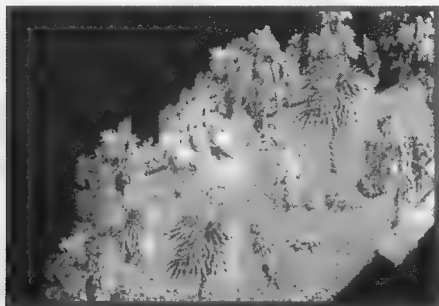


Fig. 33-4. Barrels mark the spot.

Approach the front door of the house. No need to knock, however. Horvath saves you from a gaggle of Urchins. The Wizard tells you he is looking for his apprentice. If you find him, Horvath will help you.

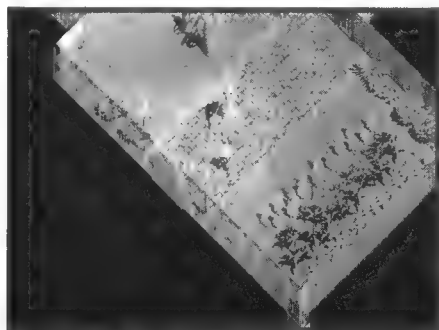


Fig. 33-5. In the back yard, Horvath sends you on your way.

Enter the house and inspect all of the accessible rooms for gold. Exit via the back door to the east. Talk to Horvath again and he gives you a Book of Lesser Heal and some potions, unlocks the gate, and directs you to the Urchin den.

Leave the gate and inspect the area for valuables. Urchins defend the path—Magic Missiles again.

SECRET AREA

Just before the Urchin den on the north wall, break a wall section for a Secret Area. Nab some gold and some clothes that make you look less like a tourist.

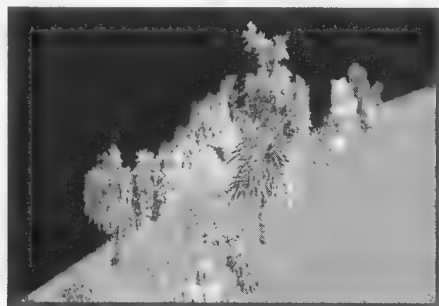


Fig. 33-6. Another breakable wall near the Urchin den.

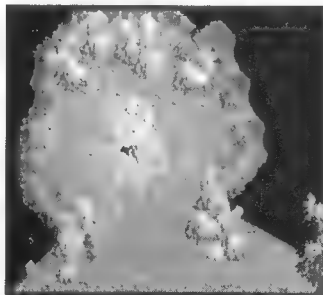


Fig. 33-7. Take the elevator to the Urchin den.





PRIMA'S OFFICIAL STRATEGY GUIDE

Enter the cave to the northeast and take the elevator down into the Urchin den.

Walk through the gates to the east where an Urchin guards a prisoner. The cell is locked with a Sapphire Key.

Eliminate the guard now with a Missile attack.

Explore the rooms along the cave.

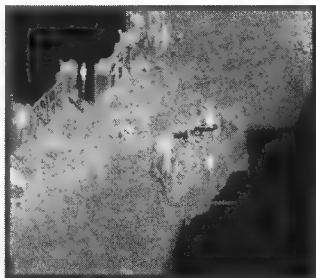


Fig. 33-8. *That's probably the apprentice behind those bars.*

SECRET AREA

In the second room on the north wall, break the east wall for a Secret Area.

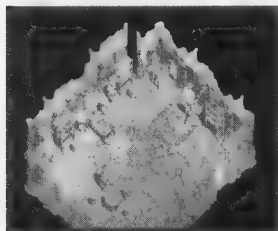


Fig. 33-9. *The walls in this cave are not stable.*

Continue northeast along the cave to a door leading east. Enter the room to find two

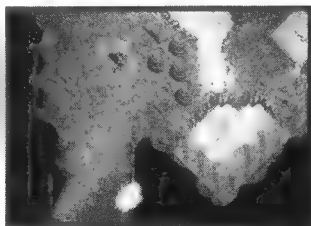


Fig. 33-10. *Play fireman and get the Sapphire Key on the other side.*

Urchins guarding a button; the button releases a Spider. Go back to the main cave.

The cave opens into a grotto. Take the eastern hall off the grotto and enter the northeastern fork. Extinguish the fire with the water barrels and enter to retrieve the Sapphire Key.

SECRET AREA

In the grotto, look for a breakable wall in the northeast corner.

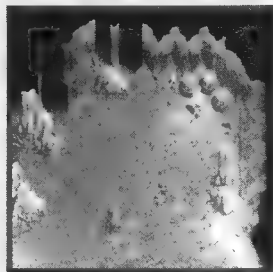


Fig. 33-11. *Get your feet wet to find this secret.*

Return to the jail cell and talk to the dying apprentice. When he expires, respectfully take his Flimsy Wizard Robe and Book of Lightning. Return to the elevator and back to Horvath's house. On the way, try out your Lightning Spell on the newly-arrived Urchins.

The Wizard invites you to be his new apprentice. Follow him to his lab and enter the north door off the hall. Recharge your Mana and step on the teleporter to Galava.

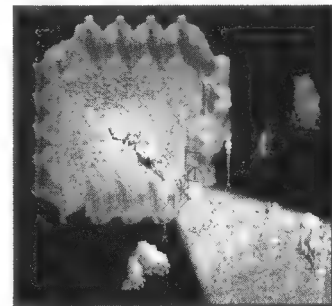
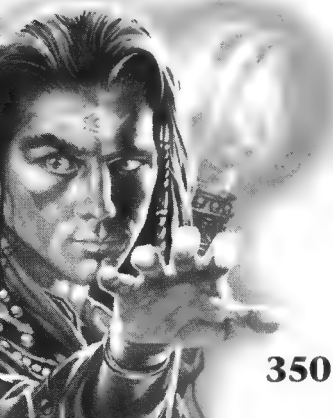


Fig. 33-12. *It's too late for this young Wizard.*



CHAPTER 34

EPISODE 2: GALAVA CASTLE

INTRODUCTION

MAIN QUEST

- ♣ Recover the Book of Oblivion and the Amulet of Clarity for Horvath from the Forgotten Library.

SUB-QUESTS

- ♣ Capture Morgan Lightfingers.



ENEMIES

- | | |
|--------------------|---------------------|
| ♣ Archer | ♣ Small Cave Spider |
| ♣ Bandit | ♣ Spider |
| ♣ Bat | ♣ Troll |
| ♣ Cave Spider | ♣ Urchin |
| ♣ Mechanical Flyer | |

QUEST AND CONTINUATION ITEMS

- | | |
|---------------------|--------------------|
| ♣ Ruby Key | ♣ Gold Key |
| ♣ Amulet of Clarity | ♣ Book of Oblivion |

SECRET AREAS

- ♣ 8

SHOPS

- | | |
|-------------------|-------------------|
| ♣ Bright Blades | ♣ Maximillian's |
| ♣ Griffon's Nest | ♣ Mlurgh's Tavern |
| ♣ Kincaid's Armor | ♣ Phim's |
| ♣ Loproc | ♣ Wizard's Keep |

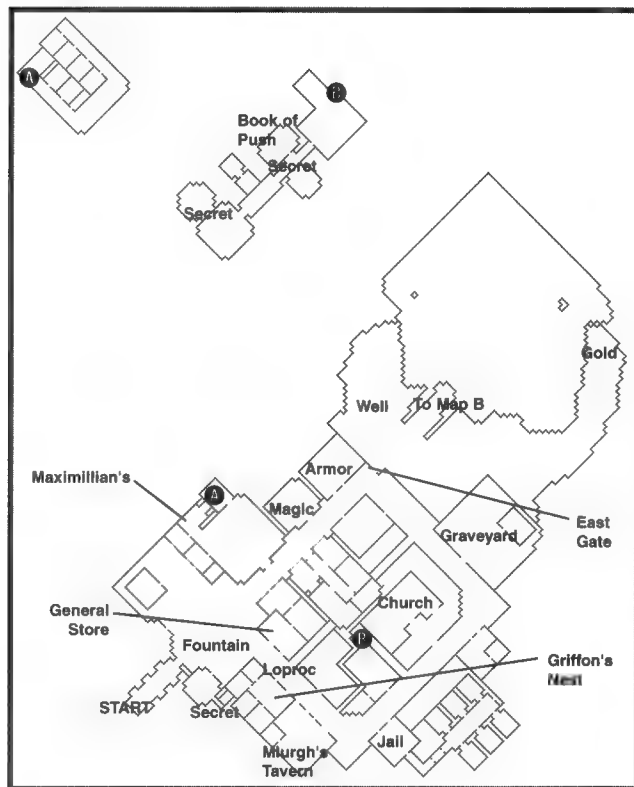


Fig. 34-1. Map A.

WALKTHROUGH

Horvath instructs you to get everything you need in town and meet him in his office in the Tower of Illusion. Enter over the drawbridge.

Go south at the fountain and talk to the merchant selling from the alley (Loproc). That Mighty Staff might come in handy.



TIP

EXPLORE THE TOWN
FOR GOLD AND PROVISIONS
BEFORE HEADING TO THE TOWER.



Fig. 34-2. You'll be meeting Loproc often.

Across the street from Loproc, to the west, enter the door to the Griffon's Nest. Buy a Bat Scroll from the Tavern owner.

SECRET AREA

In the Griffon's Nest, turn to face the north wall and go into the door on the left. Step west and the wall slides open. Break the southern wall to expose a secret room: the sole location for a Book of Energy Bolt. Return to the street through the black door.

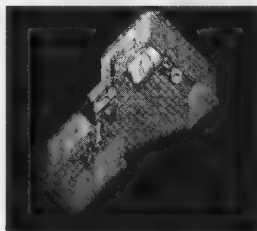


Fig. 34-3.
Go through
these back
rooms to a
valuable
secret.



Continue south down the street. The next door on the west leads to Mlurgh's Tavern. The crowd hushes as you enter. Inspect the bar for provisions.

Turn the corner and enter the jail to the south.

The Warden offers you a quest: bring in the notorious Morgan Lightfingers.

Up the street, west of the church, an alley runs toward the center of town. Follow it and fall into the pit. Immediately fry an Archer with Light-

ning (if you rush up next to him, he can't hit you). Go through the western door to another Archer. The room to the north has a Book of Push.

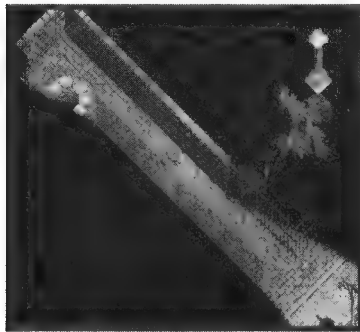


Fig. 34-5. Fall down the pit to find Morgan.

SECRET AREA

The southern wall of this hall (opposite the northern room) has a hidden door that leads to a secret.

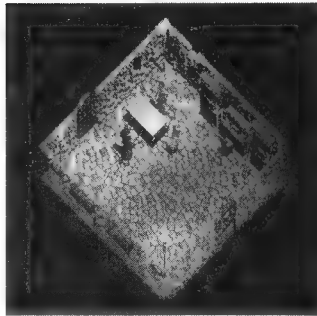


Fig. 34-4. The Warden needs your help.

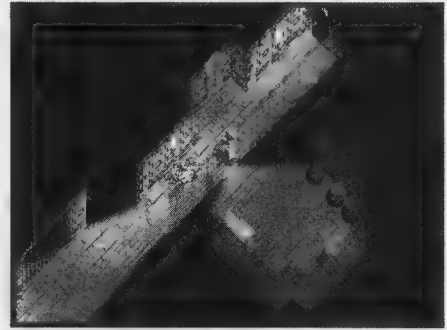


Fig. 34-6. Stand here for a secret.

The next opening to the north is locked. A chair and a pressure plate sit within. Cast Push to move the chair onto the plate and open the gate. Inspect the room north of the gate and return to the hall.

Enter Lightfingers' lair and disable his Bandit guard. Morgan instantly surrenders.

SECRET AREA

Check out the table in the south of the room; move the chair closest to the wall and a hidden door on the north wall opens to Morgan's secret stash: Mana Potion, gold, clothes, and a Flimsy Wizard's Robe of the Wasp's Bane.

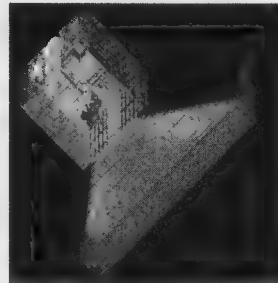


Fig. 34-7. Slide this chair aside to expose a secret stash.





PRIMA'S OFFICIAL STRATEGY GUIDE

Return to the east, push the button, and ride the elevator back to the alley. When you get to the street, the Warden is waiting to take Morgan into custody. Your reward: 500 gold.

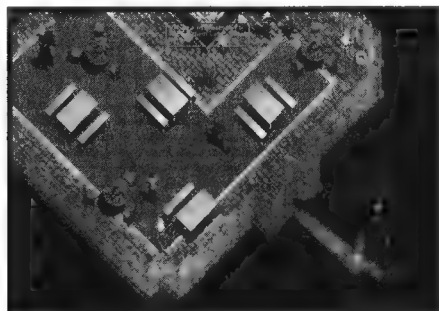
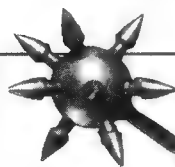


Fig. 34-8. Come here for another reward.



NOTE

READ THE TOMBSTONES
IN THE GRAVEYARD.

Go to Maximillian's near where you came in and talk to the owner who rewards you 100 gold for ridding the town of Morgan. Explore his tavern and the rooms upstairs.

Proceed up the street from Maximillian's to the east. The armor and magic shop are to the north (buy a Book of Heal).

Exit Galava via the gates in the northeast. Pause



*Fig. 34-9. The gate to the Tower.
Note the well.*

to take a drink at the Well of Restoration to gain full Health.

Approach the Tower and walk around the southeast to the back to find a hidden bag of gold.

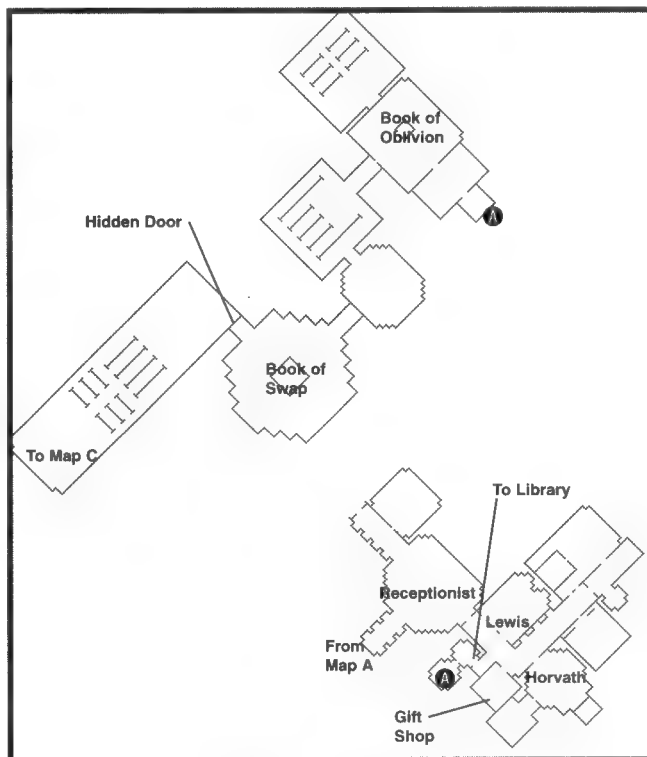


Fig. 34-10. Map B.



Enter the Tower via the main stairs.

Inside, chat with the receptionist and go through the southern door.

Enter the first door to the east and help Lewis with his experiment.

Visit the gift shop to the south and keep your appointment with Horvath. He needs you to fetch the Book of Oblivion and Amulet of Clarity from the Library.

See Zaris (north of the gift shop, across from Lewis' lab). Pull the cord to summon him and he'll lead you to the Library elevator.

Pass through the northern doors to the Book of Oblivion room. A Necromancer steals the Book and kills the novice Wizards. The Archivist asks you to recover the Book. Pick up the novices' belongings and follow the Necromancer through the western door.

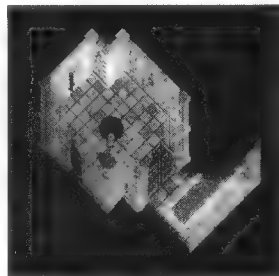


Fig. 34-11. *Zaris won't let you into the Library until Horvath gives you permission.*

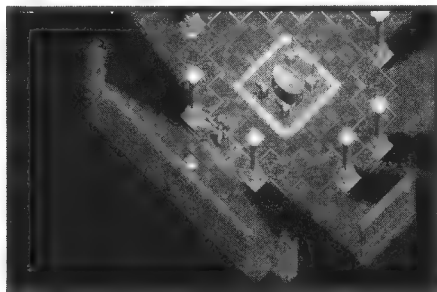


Fig. 34-12. *The hidden exit is right here.*

Spiders patrol the stacks of books as you make for the southern doorway. Miss the Bats as you pass through this reading room to

a hidden door on the western wall—the bookcase opens when you pick up the Health Potion nearby.

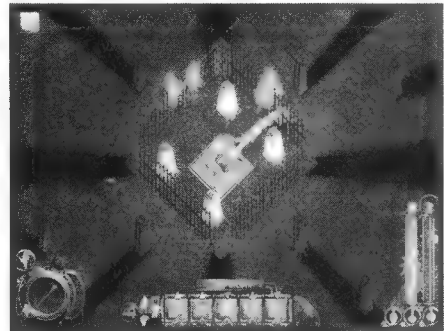



Fig. 34-13. *Let yourself be imprisoned to get this spell.*

The next room is filled with Spiders but has a spell book in the center. Ignore the Spiders and run straight for the book. A cage falls down around you. Pick up and read the Book of Swap—you need it to get out of here. Kill all but one of the Spiders in the room (if you kill them all, new ones will come) and cast Swap on the survivor. The cage disappears, obligating you to kill the last Spider.



TIP

DON'T STEP ON
THE PRESSURE PLATE
AGAIN OR YOU'LL HAVE TO
REPEAT THIS PROCESS.

A hidden wall to the north opens when you approach. Rampage west through the



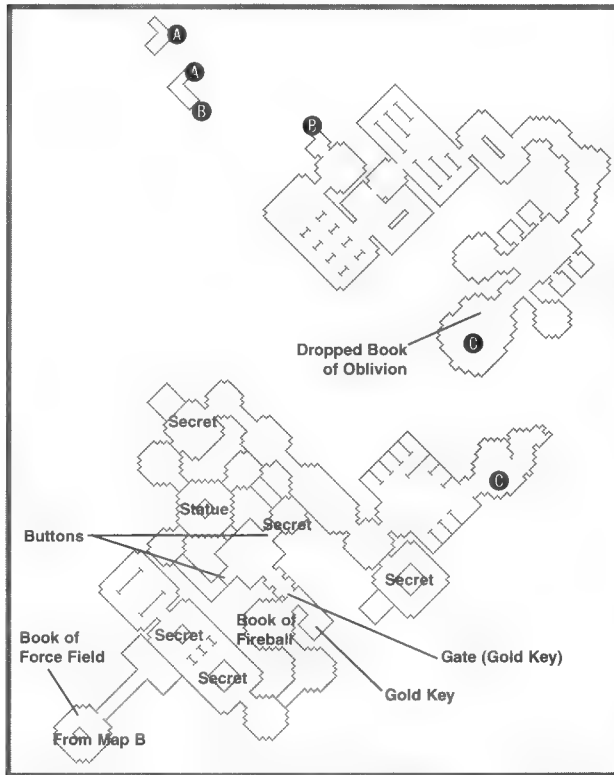


Fig. 34-14. Map C.

stacks filled with Bats and Urchins and take the stairs down.

Nab the Book of Force Field and march down the eastern hall to a room where the Necromancer awaits. He Summons two Poisonous Spiders to keep you busy while he retreats.

Follow him through the wall to a room filled with Urchins. Inspect the northern room and proceed through the southern doorway.

SECRET AREA

Approach the northern square in the center of this room and step on the pressure plate near it. It opens to reveal a secret.

SECRET AREA

Press the plate near the other square to release a mob of Urchins and reveal another secret.

Push the crate onto the pressure plate to keep the eastern wall open. Charge up at the Mana obelisks in the room to the east.

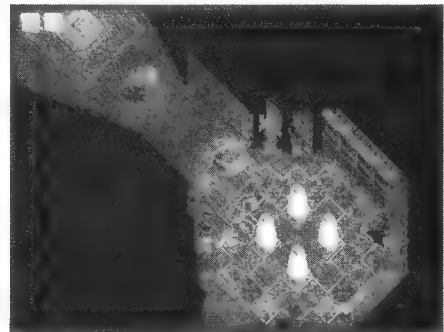


Fig. 34-15. Force Field will protect you from the Flyer's arrows.

Cast Force Field and bound into the northern room to duel with a Mechanical Flyer and a Spider. Pick up a Book of Fireball.

To the east, a gate leading north is locked by a Gold Key. The chest to the south holds the solution.

Go through the gold gate to the next room. The exit is locked but two alcoves contain buttons. Unfortunately, spikes make



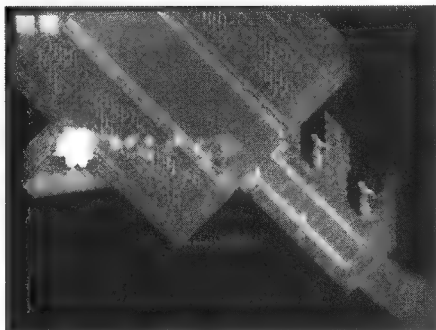


Fig. 34-16. Launch Fireballs at these switches to open the room's exit.

reaching the buttons tricky; shoot fireballs at the buttons to open the northern door.

SECRET AREA

Jump over the spikes in the eastern alcove and smash the wall to pocket a Flimsy Wizard's Robe of the Wasp's Bane (in a crate) and other goodies.

Through the north door, a statue is surrounded by a fence and the door to the north is locked. Touch the eastern pressure plate to open the east passage: Mana obelisks, Flimsy Leather Boots, gold, and a potion.



CAUTION

THE SOUTH WALL IN THIS SIDE ROOM AND THE

WALL TO THE WEST ARE DESTRUCTIBLE, BUT DON'T BOTHER.

Return to the statue room and step on the western pressure plate. Go west to find Mana obelisks, a Flimsy Wizard Helm, gold, and a potion. Go back to the statue room.

Touch the northern pressure plate, dice the Poisonous Spider and approach the east wall to open it.

The reading room is decorated with a red crystal ball. Continue east.

SECRET AREA

Touch the crystal ball to open the northern bookshelves and reveal a Secret Area.

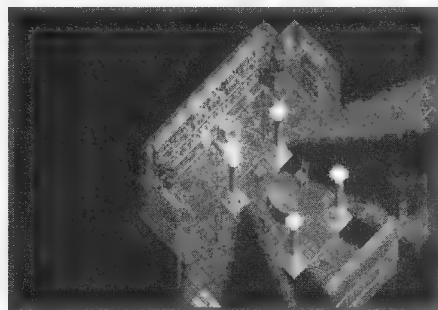


Fig. 34-17. Approach this crystal ball to see into the future—a Secret Area.

Turn south to a room with Mana obelisks and a long table; arm your Force Field again for another Mechanical Flyer attack. Locate the Spider Beast Scroll in the corner.





SECRET AREA

South of the Scroll, go through the wall for another secret.

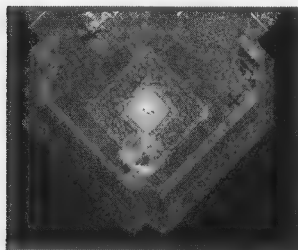


Fig. 34-18.
*Nab the Scroll
in this corner
and look south
for a secret.*

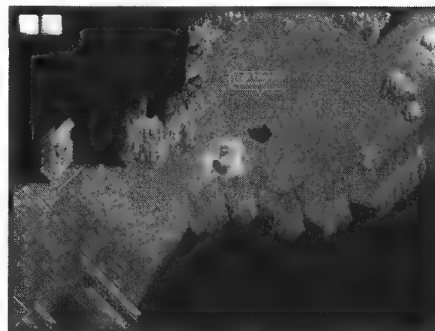


Fig. 34-19. *It's just as well the
Necromancer was unlucky; you
aren't ready for him yet.*

The reading room to the east has a large, U-shaped table. Search the room for whatever else it contains and go through the eastern door. You catch up with the Necromancer, who tries to attack but drops through a hole in the floor. Follow him.

Looks like the Trolls got him. Pick up the Book of Oblivion and go east. The next chamber has several side rooms, but watch out for Trolls. Follow the passage as it curves west.

Continue west to another room of shelves. Raise your Force Shield and engage another Mechanical Flyer. Find a Bat Beast Scroll in the center of the room.

Trudge east to an L-shaped room and skirmish with two more Flyers (enter slowly to get only one at a time). There's a Sulphurous Flare Staff of Recharge behind the reference desk to the north. Exit east and up the stairs.

The hidden door to the south opens as you approach. Talk to the Archivist who gives you the Amulet of Clarity. Take the elevator up and meet again with Horvath.

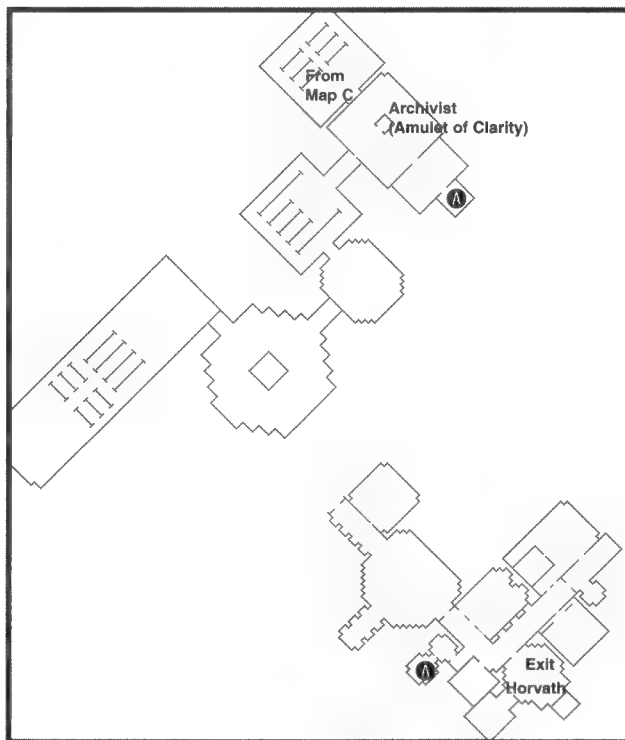


Fig. 34-20. *Map D.*



CHAPTER 35

EPISODE 3: A DANGEROUS ERRAND

INTRODUCTION

MAIN QUEST

- ♣ Recover the Amulet of Teleportation from the Bandits.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|---------------|----------------------------|
| ♣ Cave Spider | ♣ Small Cave Spider |
| ♣ Archer | ♣ Small Spider |
| ♣ Bandit | ♣ Spitting Spider |
| ♣ Bat | ♣ Troll |
| ♣ Black Bear | ♣ Wasp |
| ♣ Cave Spider | ♣ Wolf |
| ♣ Giant Leech | ♣ Gilgore (Exp:
60,000) |
| ♣ Scorpion | |

QUEST AND CONTINUATION ITEMS

- ♣ Sapphire Key
- ♣ Amulet of Teleportation
- ♣ Silver Key

SECRET AREAS

- ♣ 2

SHOPS

- ♣ Mystic



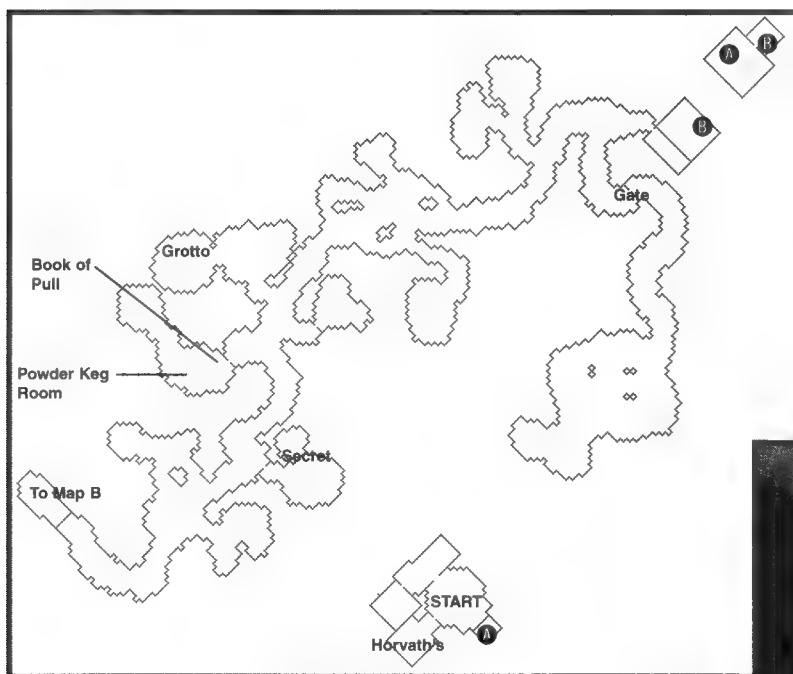
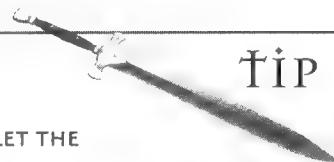


Fig. 35-1. Map A.



TIP

LET THE
COBBLESTONES GUIDE YOU.

Follow the cobblestone path, stopping frequently to explore side rooms (most chock-full of stuff).

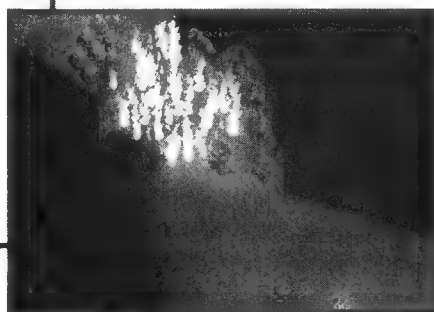


Fig. 35-2. The fire seems unpassable . . .

WALKTHROUGH

After a briefing by Horvath, walk south to a bookshelf; it retracts to reveal an elevator. Take it down, go through the door on the eastern wall, and ride another elevator down.

Brenneth informs you that the elevator is broken—you're stuck down here until he can fix it. Head through the north door and follow the cobblestone path west.

A path leading southwest ends at a locked gate—you'll return through it later.

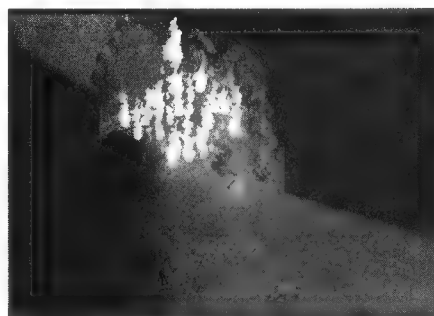


Fig. 35-3. . . unless you Pull the water to you.

Look near Mana obelisks and barrels for an alcove leading north off the cobblestone path. As you enter, an Archer shoots a powder keg, triggering a huge explosion to the north. Pocket a Book of Pull. Go to the edge of the





flames and face the water barrels on the other side—cast Pull to draw the barrels to you and douse the flames. When you can safely jump over the remaining flames, find gold, a potion, and a Wasp Beast Scroll. Return to the cobblestones.

March north past a large rock to the west and go . . . a cave-in has blocked this passage. Return to the rock and roll it aside to access a westbound tunnel.

SECRET AREA

South of the powder keg room, a Wolf guards a door to the south. Bandits and an Archer are inside. There's a breakable wall to the north.



Fig. 35-4. Knock out the north wall for a secret.

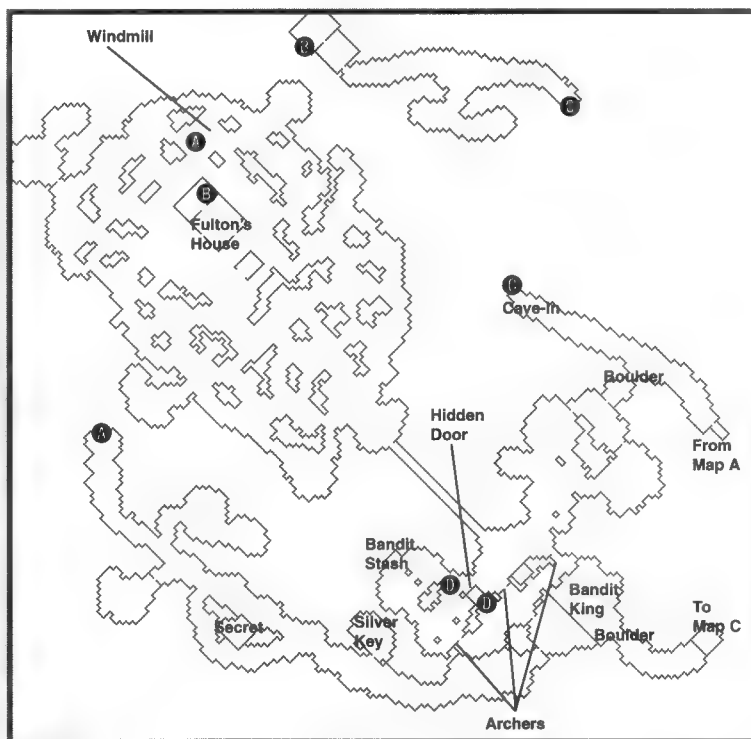


Fig. 35-6. Map B.

Follow the path to a hole in the wall.

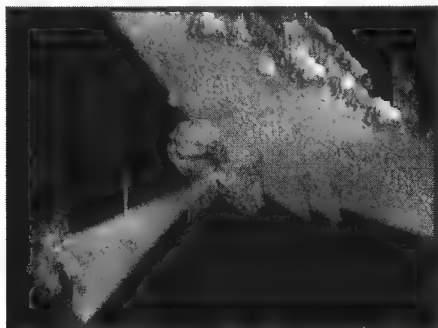
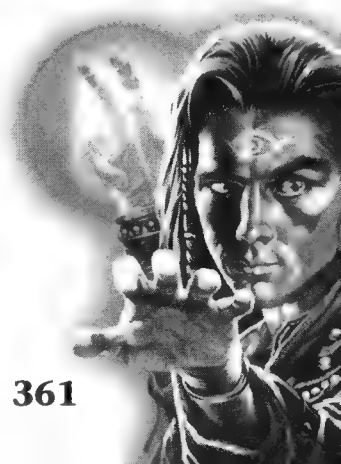


Fig. 35-5. Roll this rock aside to open a path.

Beyond two sets of doors, the cavern opens into a Bandit base. From the south, Archers snipe from behind windows. Rush to the easternmost Archer and cast Swap. Pound him (outside) and his



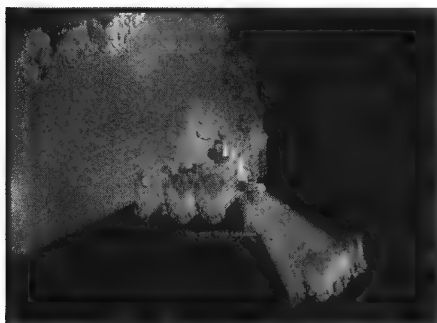


Fig. 35-7. *Swap with these snipers to get into their den.*

two buddies (inside), then inspect their lair for provisions and treasure.

Before leaving this sniper nest, Fireball anyone you can see in the large room to the northwest. An alcove to the north leads back out to the base via a one-way hidden door.

Stake your claim to the Bandit stash to the northwest. Trash the place for food and a Troll Beast Scroll.

Return east and look for a narrow passage leading north. Enter it and run through as a boulder begins to roll from behind, sealing you out.

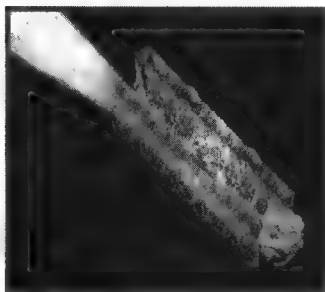


Fig. 35-8. *Run, don't walk, down the passage as a boulder rolls behind you to seal the Bandit base.*

Talk to the keeper of the magic shop and consider buying Books of Slow and Haste.

The woods to the north are populated by Bears and Wasps. Explore thoroughly for minor items. Head north to Stravas Fulton's House.



Fig. 35-9. *Fulton's House.*

Enter the house and look around. All the chests have been opened. Take the elevator down to the basement. Looks like the place has been searched.

Go through the south door to another room to find Fulton's dead body.

Collect his possessions: a Flimsy Wizard Helm, a Sturdy Staff, a Flimsy Wizard's Robe of Cure Wounds, and a Book of Missiles of Magic. The Amulet, however, is nowhere to be found.

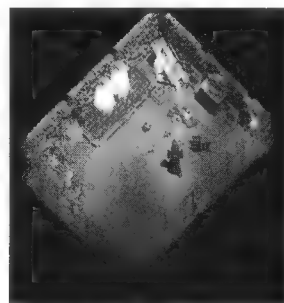


Fig. 35-10. *You find Fulton dead and there's no sign of the Amulet.*



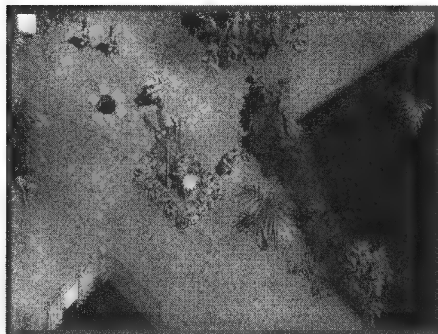


Fig. 35-11. *The elevator you want is next to this windmill.*

Exit the door to the south where a Bandit attacks. Ride the elevator back up to find Archers firing into the house—Lightning or Missiles will do the trick. Outside, there are several more Bandits.

Flee the house and run north to a windmill next to an elevator. Take the lift down into a cave leading southwest. Fight your way south.

SECRET AREA

To the west, a path leads off the cave and loops back south. Venture down this path and pound on the eastern wall to find a Secret Area.

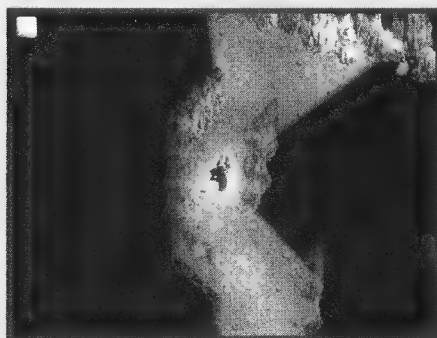


Fig. 35-12. *Take this loop to find a secret.*

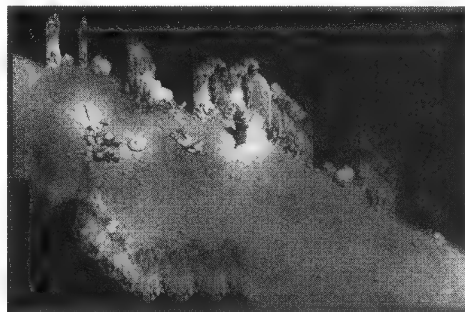


Fig. 35-13. *The Silver Key is this way.*

A small room leads east. Go inside for a Silver Key. Use it on the door at the end of the cave.

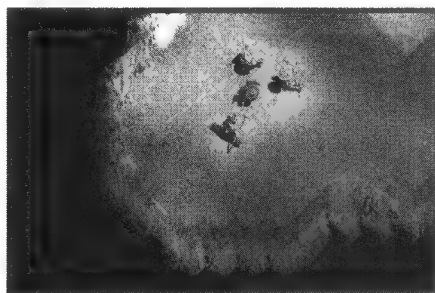


Fig. 35-14. *The Bandit King and his surly minions.*

As you burst through the door, you are accosted by Gilgore, the Bandit King, and his henchmen. First, take care of his goons, then hit Gilgore with Slow while he's still a good distance away. Now launch Lightning. When Gilgore closes in, or as Slow wears off, launch this combo again. Scoop up their belongings to sell later.

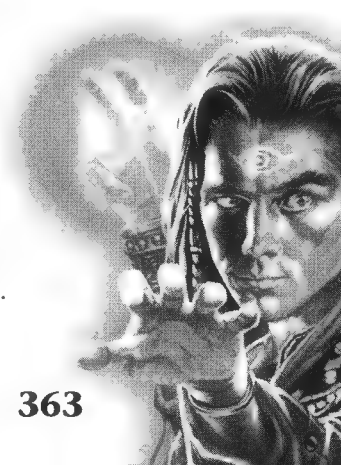




Fig. 35-15. The Amulet of Teleportation.

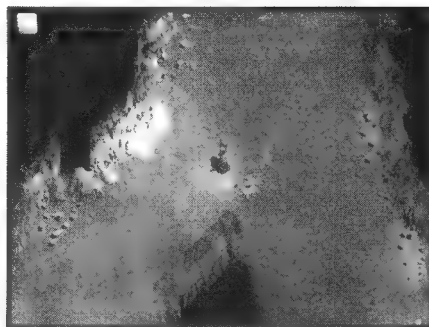


Fig. 35-17. The stream intersection.

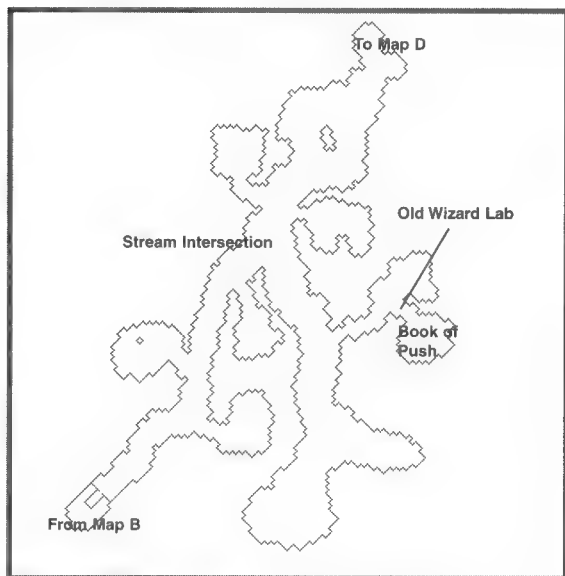


Fig. 35-16. Map C.

As you approach a stream, the path splits northeast and south. Take the southern passage.

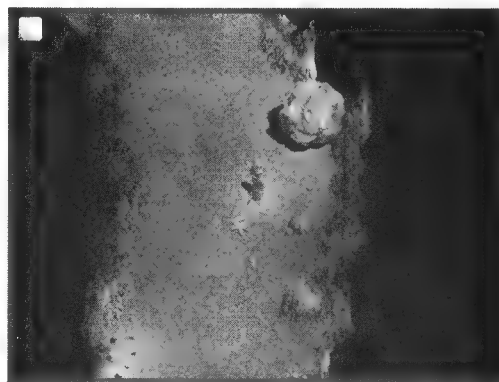


Fig. 35-18. The lab is hidden behind this boulder.



A chest on a rug holds the Amulet of Teleportation. Exit through the southern passage.

Trace the corridor east. Look in three side passages.

A boulder blocks a path to the east. Push it aside to find an old Wizard lab. Sniff around for a Book of Push, a Sturdy Cloak, a Sturdy Staff, and a potion. A hoard of Spiders file in when you take the Book. Return to the stream intersection.

Continue northeast until the path ends at a Scorpion and a pit. Drop through the pit.

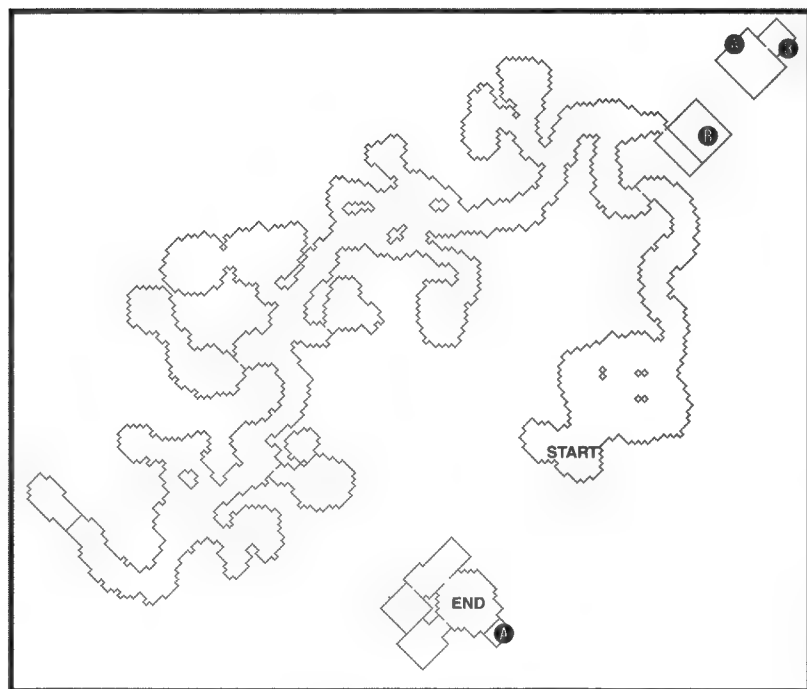


Fig. 35-19. Map D.

Bear east toward the water, searching for the Sapphire Key.

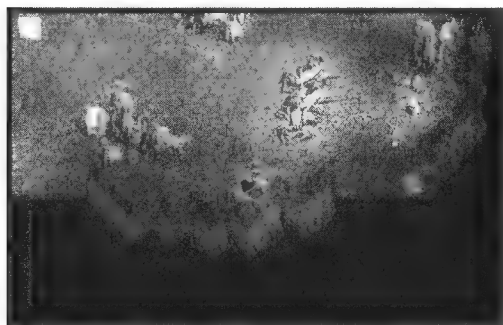


Fig. 35-20. The Sapphire Key is your ticket out of here.

Pick it up and trot through the northeastern passage. Open the gate with the key and bear east on the cobblestone path. Take the elevators back up and meet with Horvath.



CHAPTER 36

EPISODE 4: BENEATH THE FIELD OF VALOR

INTRODUCTION

MAIN QUESTS

- ♣ Investigate the Tomb of Valor for evidence of Hecubah's presence.
- ♣ Escape from the Tomb of Valor.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|-----------------|---|
| ♣ Bat | ♣ Spitting Spider |
| ♣ Ghost | ♣ Zombie |
| ♣ Necromancer | ♣ Keeper of Souls
(Special: 75,000 Exp.) |
| ♣ Skeleton | ♣ Barbaric Guardian
(Special: 60,000 Exp.) |
| ♣ Skeleton Lord | |
| ♣ Small Spider | |
| ♣ Spider | |

QUEST AND CONTINUATION ITEMS

- ♣ Gold Key
- ♣ Silver Key
- ♣ Ruby Key

SECRET AREAS

- ♣ 4

SHOPS

- ♣ Loproc



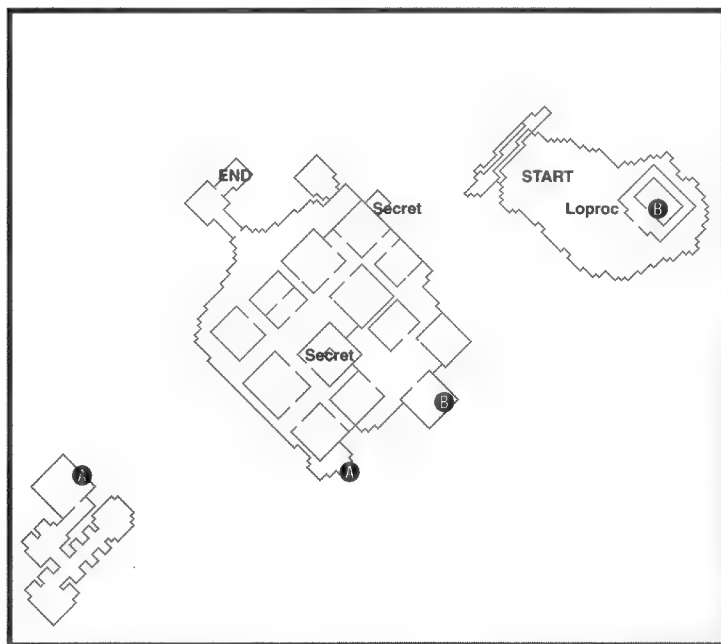
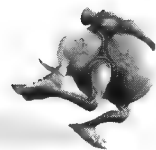


Fig. 36-1. Map A.

Go through the door into the crypt. You can open most of the sarcophagi in these tombs; this one holds a Red Potion. Go down the elevator to the Tomb of Valor and pass through the doors to the north.

Explore this area thoroughly.

SECRET AREA

In the crypt in the northeast corner of the tomb, break the eastern wall to find a secret.



Fig. 36-3. Carefully search this room for a Secret Area.

WALKTHROUGH

Head south after your briefing by the Airship Captain. Stop to visit our pricey shopkeeper, Loproc.

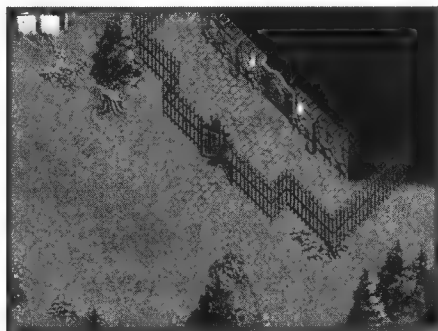
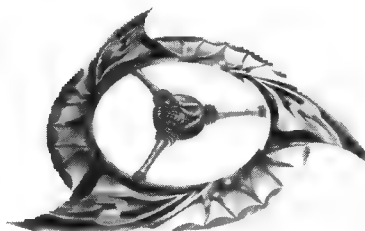


Fig. 36-2. The crypt begins your journey downward.





SECRET AREA

A room in the center of the tomb has a stone pillar in the center (see map). Break it open for a Secret Area containing a Sturdy Cloak.

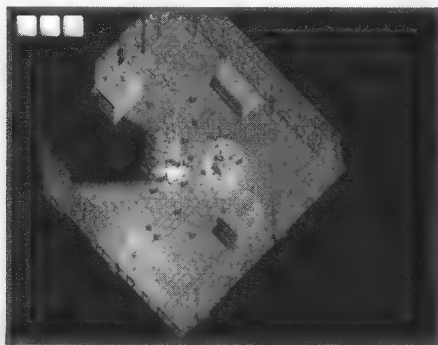


Fig. 36-4. This central structure breaks open.

Once you've finished tomb raiding, head to the western fence and follow it south. In the corner, take

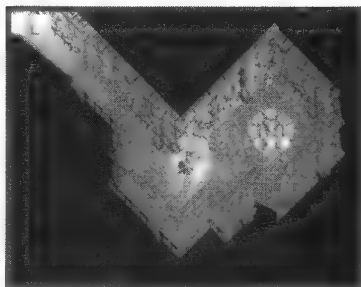
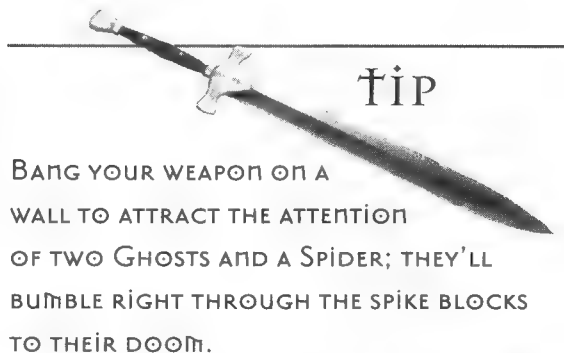


Fig. 36-5. This elevator is tucked into the southwest corner of the tomb.

an elevator to a lower tomb full of Bats. Follow the hall until it turns east, to a pair of spike blocks.



TIP

BANG YOUR WEAPON ON A WALL TO ATTRACT THE ATTENTION OF TWO GHOSTS AND A SPIDER; THEY'LL BUMBLE RIGHT THROUGH THE SPIKE BLOCKS TO THEIR DOOM.



Fig. 36-6. Enemies can be goaded into this trap if you bang on the wall with your Staff.

Head down the hall to the east, timing the spike blocks. Grab your treat (a large bag of gold) and return to the surface. Jog to the far northern part of the tomb.

Exit the tomb via the northern passage, then turn east through the gate and down into a pit.

Move north and explore the side rooms full of breakable coffins. Some of these flimsy coffins hide Skeletons and many of the crypt walls are breakable.

To the north, a fence blocks any further northern progress. Stomp instead down the east passage.



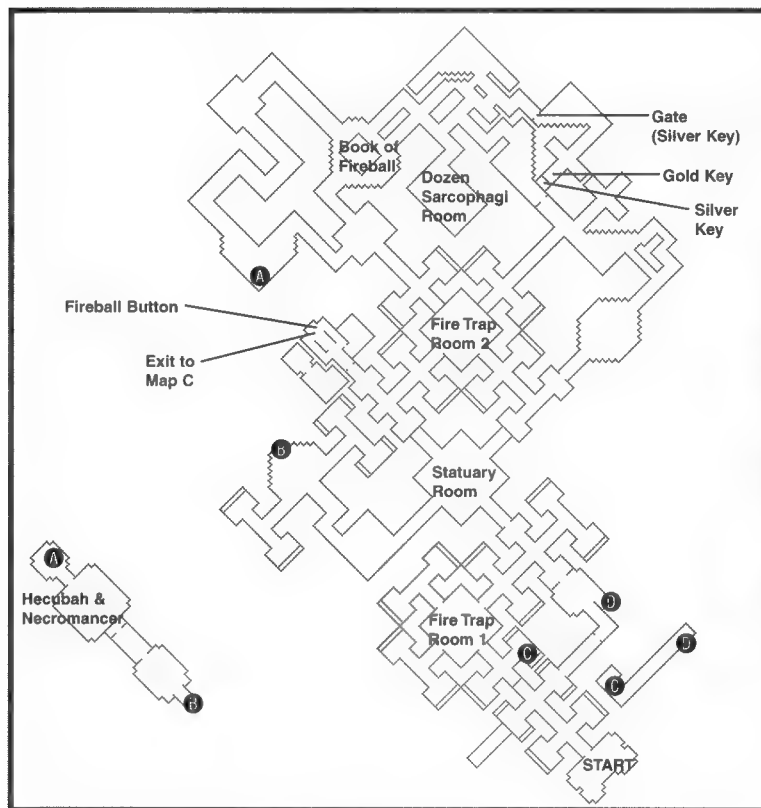
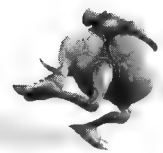


Fig. 36-7. Map B.

The tunnel turns north into a room with two statues along the northern wall. The sarcophagus holds your first Skeleton Lord; he gives up a Kite Shield (which you can sell). When you're ready, drop through the hole in the floor.

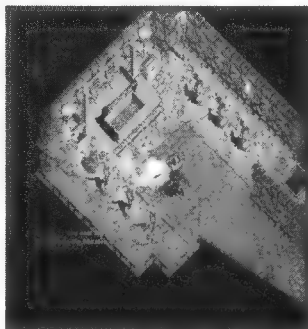


Fig. 36-8. Finish the Skeleton Lord and plummet through the hole in the floor to continue.

Move east through Skeletons and turn north to an elevator. Slide west to the main passage and take it north (poking around in side rooms for sarcophagi and breakable walls).

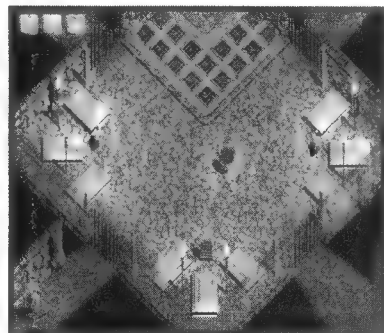


Fig. 36-9. The fire trap room.

The gates to the north open into an ornate room with an elaborate fire trap in the north-eastern corner. To work it, step into the safe corner of the room and tug on the switch; a wave of fire sweeps outward.

Paths lead in all four directions. Search the western and northern rooms for anything useful. When you've scoured the surrounding rooms, proceed east into a corridor with several more side rooms. Waiting for you are a Sturdy Wizard Helm of Anti-Spark, a Skeleton, a Mana Potion, a Sulphurous Flare Staff, and a big bag of gold.





TIP

IF SEVERAL ENEMIES ARE CHASING YOU, THE FIST TRAP IS A GREAT WAY TO TAKE THEM OUT *EN MASSE*. YOU WON'T GET ANY EXPERIENCE FOR THESE KILLS, BUT THEY MAY SAVE YOUR LIFE.

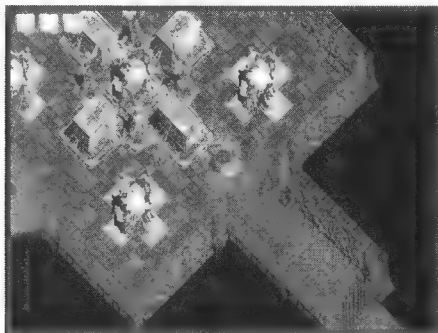


Fig. 36-10. The statuary room.

Burst northward through the gates into a crypt full of statues. Spitting Spiders and Skeletons are your company (good time for Lightning). Alcoves to the north and east contain potions.

Proceed via the west exit but beware your first fist trap. If you want to see what it does, stand still as you enter the room.

Two Skeletons foolishly amble across the pressure plate and feel the vengeance of the fist trap.

Avoid the pressure plate and shift northward, dealing with the Spiders.



Fig. 36-11. The fist trap in action.



Fig. 36-12. Your eventual exit is to the north.

This room comes furnished with a pair of fist traps. It also boasts a Skeleton, a sarcophagus with a Book of Slow, and halls leading east and west. Explore the eastern and western rooms. Return to the main room and go north to the staircase.

Move north past Mana obelisks, passing through a gate and large doors. You intrude upon a conversation between Hecubah and one of her pet Necromancers.

She sics the Necromancer on you as she departs. Fighting



TIP

SAVE HERE!



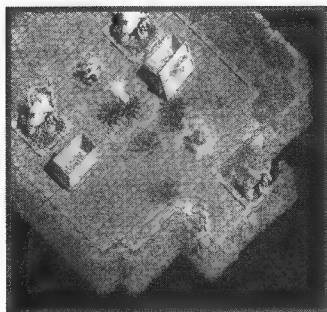


Fig. 36-13. *This Necromancer will be your toughest fight yet.*

this Necromancer is a combination of constant motion and skillful magic use. Keep Force Field on at all times (so no one blow can kill you). Two or three direct Fireball hits will send him to the

Land of the Dead. You may also stand near an obelisk and continuously fire Lightning.

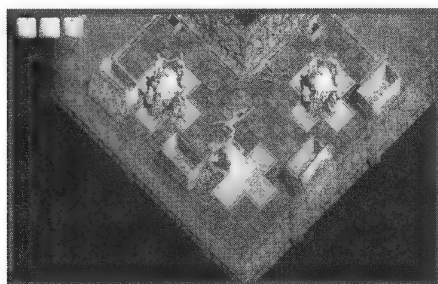


Fig. 36-14. *Pick either direction.*

March north through the gate and fall down a pit. You land safely on a cross between two obelisks. A chest to the northeast holds a Book of Burn. You may go either north or east (they lead the same place).



TIP

GOING NORTH ALLOWS YOU TO SNEAK UP BEHIND A PAIR OF SPITTING SPIDERS. OTHERWISE, THE EASTERN ROUTE IS EASIER.

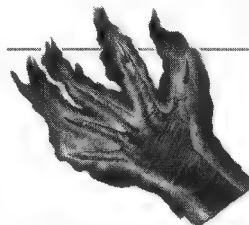
On the eastern path, you'll meet your first Zombie—hit him with Burn, Fireball, or Missiles of Magic.

At the end of the hall, in a room with five sarcophagi, Zombies swarm and paths lead north and south. Loot the southern room for several items.



TIP

REMEMBER THAT ZOMBIES MUST BE KILLED WITH FIRE. IF YOU DROP THEM ANY OTHER WAY, THEY'LL RISE AGAIN. TO SAVE MANA, YOU CAN KNOCK DOWN THE ZOMBIES BY CONVENTIONAL MEANS AND SET THEM ABLAZE BY CASTING BURN.



CAUTION

BLUE FIRE DECREASES YOUR MANA SUPPLY.

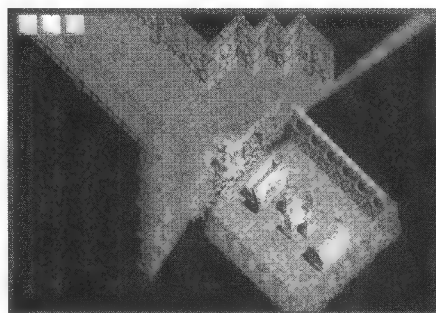


Fig. 36-15. *Unless you want to fight the Skeleton Lord hidden in that sarcophagus, don't break the walls.*





PRIMA'S OFFICIAL STRATEGY GUIDE

Head back to the five-sarcophagi room and go north to a room with blue fire and two sarcophagi inside destructible windowed walls. Deal first with the Spitting Spiders and Zombies that engage from the north. Then, reach into (but don't break) the walls to open the sarcophagi. One contains a Skeleton Lord and the other, a Book of Fireball.

Two passages lead east; take either one. At the intersection, go east into a corner room with Skeleton Spiders, Zombies, and Spitting Spiders. You'll also note pillars and statues along the northwestern walls.

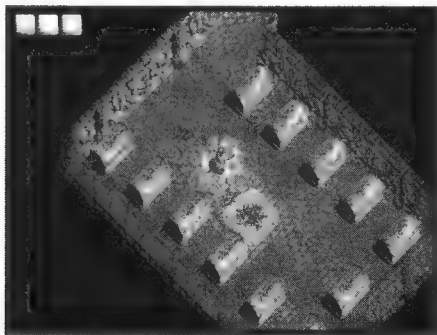


Fig. 36-16. So many sarcophagi!

Exit the corner room west, turn south, and take the first passage west. Shift south and follow the hall to a room with a dozen sarcophagi and a fist trap. Some of the sarcophagi have enemies, others goodies. Here are the specifics:

- ♣ **3rd on east:** Bat Beast Scroll.
- ♣ **4th on east:** Skeleton Lord.

Travel east, north, and east again. Take the first corridor south

to a room with a diagonal wall. Continue south where the path ends in a fence to the east and a locked gate (Gold Key) to the south.

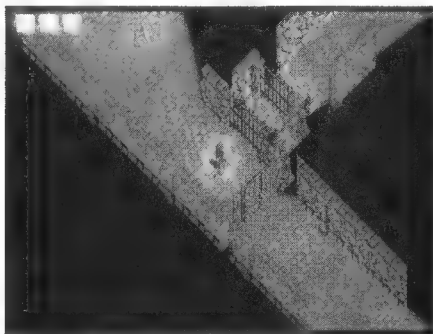


Fig. 36-17. You can get the Silver Key now, but you'll have to find a way to that Gold Key.

Reach through the fence to get a Silver Key (you can see the Gold Key beyond it) and backtrack north, going east and south past two fist traps and another gate (Silver Key).

Continue south to a room with two sarcophagi in alcoves (they contain Zombies) and the Gold Key to the west. Return to the Gold Key gate.

Press south to an intersection, exploring the passages to the west and east. To the west is a Fireball Staff and a fence along the western wall through which to snipe at Zombies. To the east, there's a room with three coffins—plus a Zombie and a Ghost. Return to the intersection and go south to a room with a diagonal wall. Two paths lead south; take either.

Proceed west, avoiding a fist trap, to a room with three fist traps and several Zombies. Continue west and turn north. Explore the side rooms to find a Flimsy Wizard's Robe of Anti-Spark.

Trudge north to a second fire trap room and peek through the western gate to attract



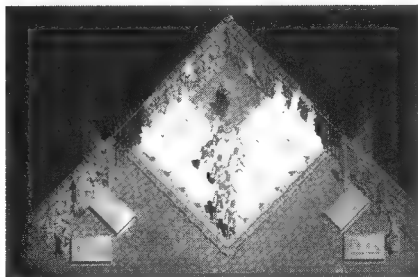


Fig. 36-18. This second fire trap room comes in handy very quickly.

the attention of a pack of Zombies—you may have to run around a bit to herd them all. When they're all following, run to a fire trap with Zombies in pursuit and pull the switch. Clean up the survivors, inspect all the side rooms (to find a White Wolf Beast Scroll), and exit west.

Veer north to a small room with fireballs protecting the paths to the exit. Look through the window in the wall directly ahead and cast Fireball or Magic Missile to hit the red button that deactivates the fireballs. Search the side room to the east and drop down the hole near the red button.

Stroll north through the doors and turn east. A sign reads, "Barbaric Guardian of the Crypts."

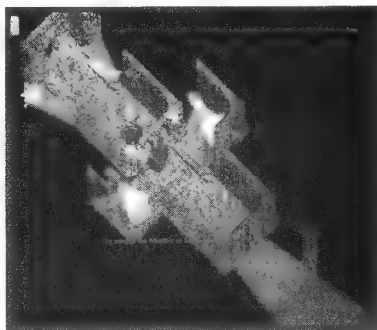


Fig. 36-19. Fire Magic Missile or Fireball through this window to disable the fireballs.

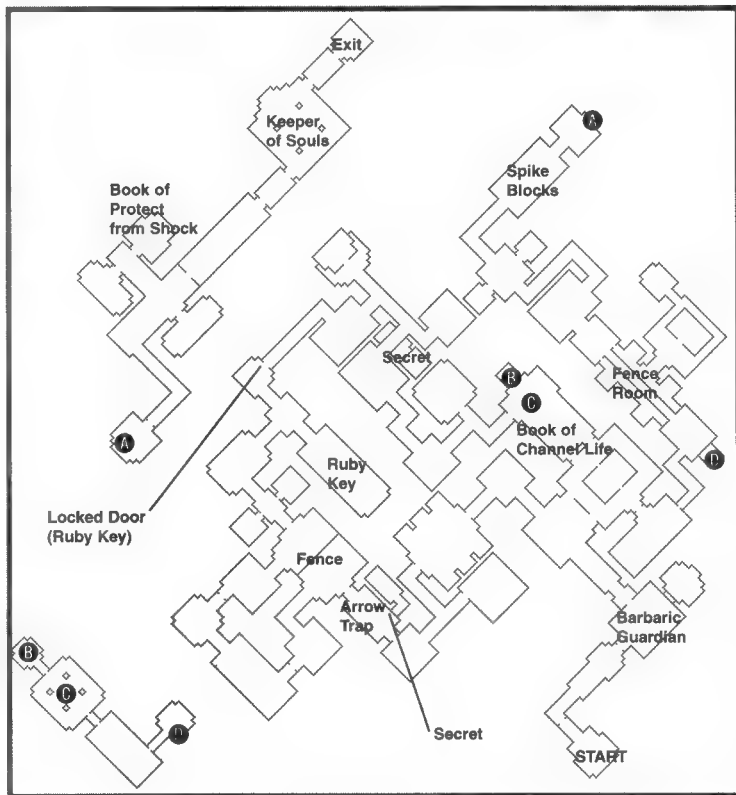


Fig. 36-20. Map C.

That doesn't sound good. When you pass through the door and walk toward metal gates to the north, the Guardian bursts out from the eastern wall.

The Guardian blocks ranged attacks very well, so you must focus on keeping him on the run. Hit him with Slow then short bursts of Lightning. When he's vanquished, you can pick up his possessions (all of which will fetch a tidy price): a Mighty





PRIMA'S OFFICIAL STRATEGY GUIDE

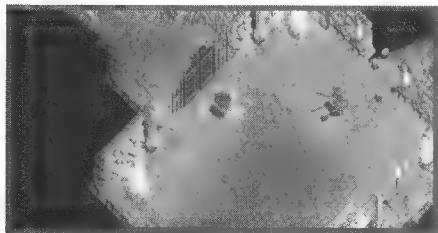


Fig. 36-21. This undead Warrior is fast and well-armed.

Bronze Long Sword of Flame, a Chainmail Tunic, Chainmail Leggings, a Flimsy Copper Chain Coif, an Iron Round Shield, and Sturdy Armored Boots. In his den (to the east), you find a big dose of gold and a Mana Potion.

Proceed through the gate to the north to a room with an ornate sarcophagus surrounded by stone obelisks. March on to the north.



Fig. 36-22. Snipe through these windows at passing Zombies.

Turn the corner at a sarcophagus (Flimsy Staff of Numbness!) with two Mana obelisks and continue west through a



TIP

LOOK THROUGH THE WINDOWS TO THE EAST AND MAKE SOME NOISE (BANG YOUR STAFF ON THE WALL) TO DRAW OUT ZOMBIES. PICK THEM OFF FROM HERE TO THIN LATER OPPOSITION.

room with Zombies and two blue sarcophagi. Slip west through the gate and follow the passage south past a fist trap.

At the T-intersection, explore east to battle a Zombie and a Ghost, but quickly return to the T and resume your trek via the west tunnel.

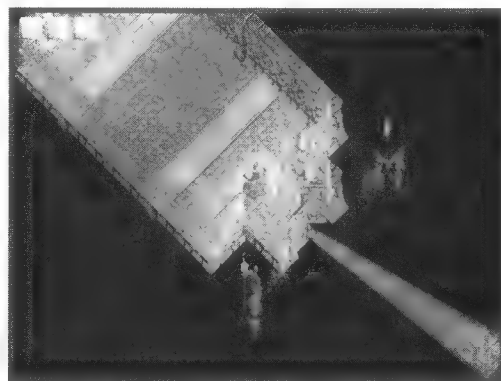


Fig. 36-23. These gray floor plates trigger arrows from the side walls.

After passing through a door to the north, pause to notice the gray floor tiles; these are triggers for a series of arrow traps in the walls.





SECRET AREA

On the east wall, just south of the first arrow trap pressure plate, smack the wall to open a Secret Area. Beware the Poisonous Spider.

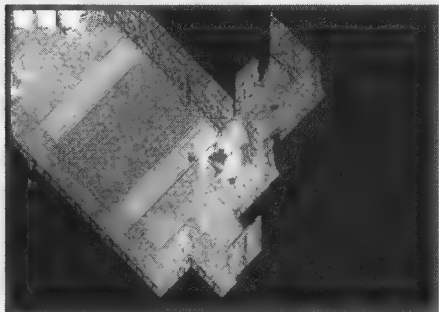


Fig. 36-24. Before braving the arrow traps, pause to rap on that wall.



Fig. 36-25. You can empty out this entire room now or wait until you emerge on the other side of the fence.

Jump over the traps to continue north and through a door to a room divided by an iron fence. Spitting Spiders shoot from the other side and there are Zombies in both halves of the room; squash the Spiders first.

Take the west door to a room with two Mana obelisks and a Zombie and stomp west

through an iron gate to a graveyard full of Zombies and Skeletons.

To the north, a small room features a sarcophagus between gold and Mana Potions and a Fireball Staff. Collect the offerings and turn east through another gate to a Zombie room with a central sarcophagus and a sole Mana obelisk.

The next room to the east brings you to the other side of the fence. To the north, two rooms off the main passage merit inspection and Zombie extermination.

Follow the halls north and then east over a fist trap to a T-intersection. To the north, the door is locked with a Ruby Key.

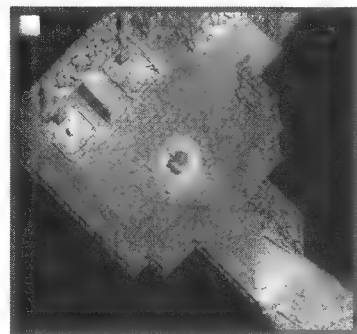


Fig. 36-26. Collect gold, a Fireball Staff, and other goodies on either side of this sarcophagus.

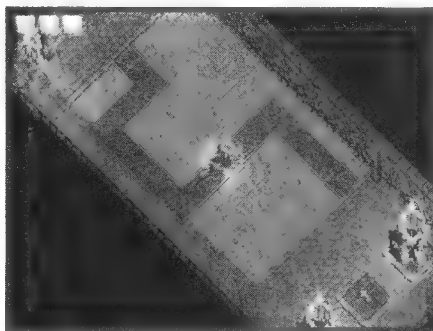


Fig. 36-27. Either walk the safe path to get the Ruby Key . . .



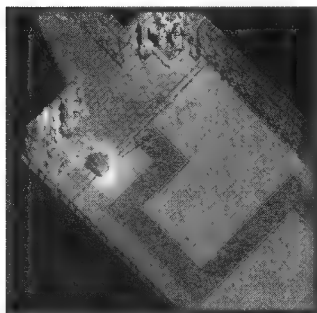


Fig. 36-28. . . . or run like hell against the west wall.

To the south, a room dominated by pressure plates (connected to arrow traps along the east wall) houses the Ruby Key. Either carefully follow the path leading through the traps or run quickly along the western

wall to claim the key. Return to unlock the door and pass through it to the east.

Your course takes you south into a room with a Skeleton, then east to a T-intersection. Creep north to find a nest of Spiders (including a Spitting Spider) behind a gate. Return to the T-intersection and bear south and east into a small room with five sarcophagi.

Backtrack a bit and take the passage west where Zombies burst out of the north and south walls.

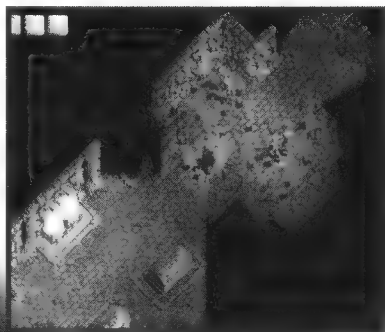


Fig. 36-29. Enter this corridor ready for company.

SECRET AREA

The Zombie lair to the south contains a breakable southern wall that exposes a Secret Area.

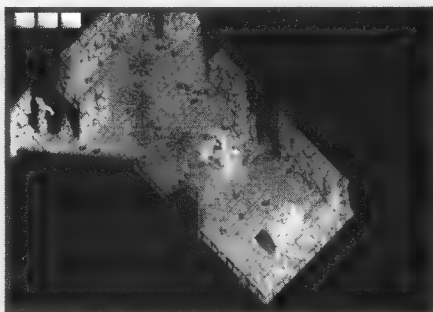


Fig. 36-30. Zombies are secretive creatures.

The room to the west houses four sarcophagi: the northeastern and southeastern hold potions and the others contain Zombies. South leads to a room with four fist traps and some Bats—stand in the middle and keep your cool to avoid a squishing. Lightning is your easiest bet.

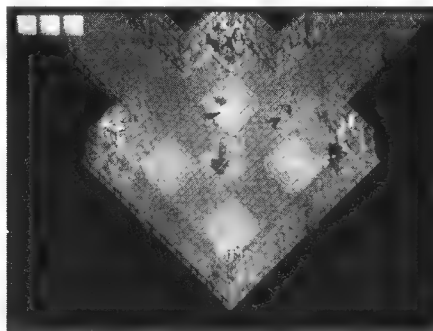


Fig. 36-31. Don't lose your head and bumble onto a pressure plate.

An eastern passage forms part of a T-intersection. Visit the room to the north and then resume the trail south and east through a door.



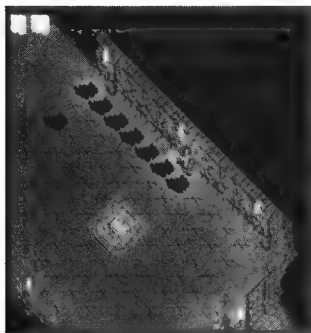


Fig. 36-32. Most of the lower half of this room is floored in breakable tile.

The northern part of the room is floored in solid stone but the southern tile seems unstable. Either run and jump to the center or hug the eastern or western wall and jump to the center to reach the solid tile and a Book of Channel Life.

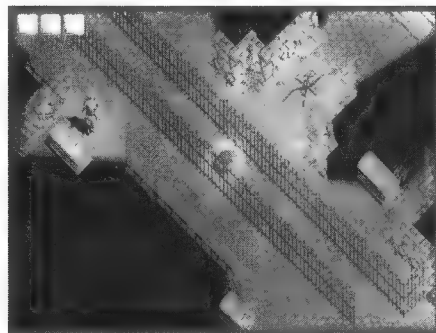
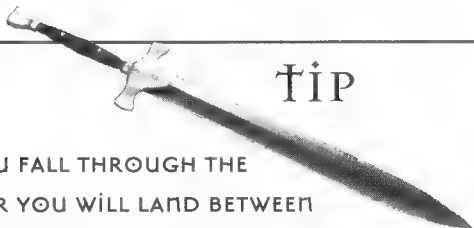


Fig. 36-33. The fence corridor has threats in all directions.



TIP

IF YOU FALL THROUGH THE FLOOR YOU WILL LAND BETWEEN FOUR COLUMNS, THREE OF WHICH CONTAIN SKELETONS THAT BURST OUT AS YOU ARRIVE. THERE'S A POTION IN THE FOURTH COLUMN. THE ELEVATOR TO THE NORTH TAKES YOU BACK TOPSIDE. YOU MAY HAVE TROUBLE, HOWEVER, TRAVERSING THE BROKEN TILE ROOM—YOU CAN TAKE TWO RUNNING JUMPS, OR WALK ALONG THE WESTERN WALL (IT'S SAFE) AND JUMP TO THE CENTER.

Leave the broken tile room to the south through iron gates. The inner room contains treasure. Walk south to a room with four Mana obelisks and ransack the sarcophagi for valuables.

Venture east through the gate, jump over a fist trap, and turn north to the fence corridor. A

Spitting Spider to the east is your first priority. Then consider the Skeleton and the Skeleton Lord. Walk to the end of the fence and open the gate to the west to explore. Return to the north end of the fence, go through the gate on the east side, and take the hall to the east.

This side chamber features an inner room in which a Skeleton guards a Sturdy Wizard Robe of Anti-Zap and a room in the upper northeast corner with gold and Bats. Return to the fence corridor and head north.

Turn east, jump over a fist trap, and follow the path to a small room with three Zombies and a Ghost. Check out the side rooms and continue north and east.

Jump over the pressure plates to avoid the long line of spike blocks. Collect the bounty in the last room to the west and go down the staircase.

Begin east through the doors, turning north to arrive in a narrow room with several side chambers and a metal door exiting east. Ransack



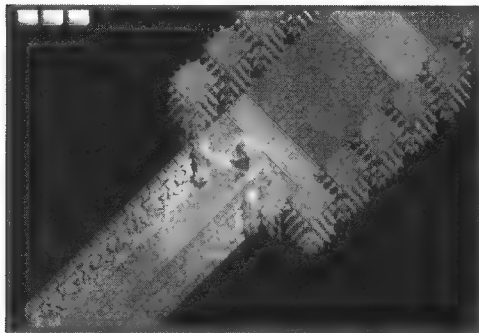


Fig. 36-34. Just don't touch the pressure plates and everything will be fine.



Fig. 36-36. This Wizard will defend the Tomb of Valor from all mortals.



Fig. 36-35. Loot this tomb; you'll need everything you can get against the Keeper of Souls.

the entire area to find goodies including a Book of Protect from Shock.

Pass through the eastern doors, noting the sign: "Keeper of Souls." Jump over two sets of flames to the east and then go through a gate and double doors to the Keeper's lair.

As you approach the three sarcophagi to the north, the Keeper tele-

ports to fight you. This undead Wizard uses Invisibility, Blink, and a Lightning Staff. The Staff does big damage but needs a line of sight to hit; use the pillars and obelisks for cover. Cast Fireball and Magic Missile and keep Force Field and Protect from Shock on at all times. When he's spent, the Keeper drops a Sturdy Wizard Robe, a Sturdy Wizard Helm, Mighty Leather Boots, and his Lightning Staff.

Exit via the northeast door to find the elevator to the surface.

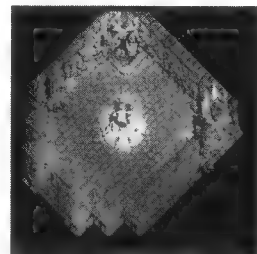


Fig. 36-37. At last, the exit.



CHAPTER 37

EPISODE 5: OGRE RAID AT THE HAMLET OF BRIN

INTRODUCTION

MAIN QUEST

- ♣ Rescue Horvath from the Ogre village of Grok Torr and lead him to safety.

SUB-QUESTS

- ♣ Save Lewis the Frog from a raging inferno in the Hamlet of Brin.

ENEMIES

- | | |
|---------------|---------------------|
| ♣ Bat | ♣ Scorpion |
| ♣ Black Bear | ♣ Small Cave Spider |
| ♣ Cave Spider | ♣ Small Spider |
| ♣ Ghost | ♣ Spider |
| ♣ Giant Leech | ♣ Urchin |
| ♣ Ogre | ♣ White Wolf |
| ♣ Ogress | |

QUEST AND CONTINUATION ITEMS

- | | |
|------------|----------------|
| ♣ Gold Key | ♣ Sapphire Key |
|------------|----------------|

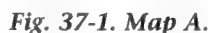
SECRET AREAS

- ♣ 3

SHOPS

- | | |
|----------|-----------|
| ♣ Loproc | ♣ Barkeep |
|----------|-----------|



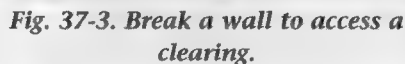


The elevator rises from the Tomb of Valor to a room with two sarcophagi (one holds Flimsy Leather Boots of Haste) and an exit to the south.

A black and white illustration of a warrior, likely a knight or a member of a noble house, wearing a helmet adorned with a large, glowing gem. He is holding a large, ornate mace or battle-axe. The illustration is detailed, showing the texture of his armor and the intricate design of his weapon.



Before taking the path east, walk east of the building from which you just came. Face north and look for a small wooded alcove. Break the north wall to find a path to a Secret Area that a Grizzly calls home.



Since you found one, let's try another. Break the wall in the northeast corner for a second Secret Area. A Ghost and a Spider watch over a Sturdy Wizard Helm.

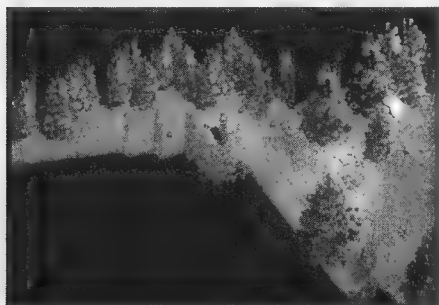
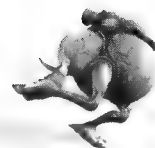


Fig. 37-4. Don't go anywhere; there's more.

Follow the path to Brin to a bridge and speak with the guards. On the opposite side of the bridge, as the path turns north, kill the Ogresses (or get the guards to do it), and pick up their Ogre Axes. A White Wolf is hunting around the next bridge.

As you cross this small bridge, an Ogress immediately assaults you. Pick up her Axe and march to the outer gate of Brin.

Enter the outer gate and explore the two side rooms for some food and light warrior weaponry. Pass through the inner gate to Brin.

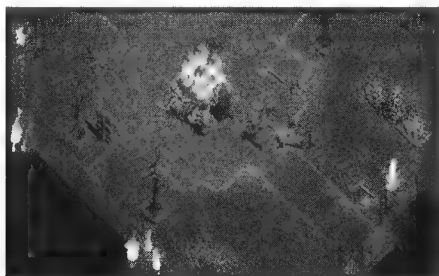


Fig. 37-5. Stop the carnage and earn the respect of the town.

As you enter the town, Ogresses and an Ogre are attacking villagers. Do the right thing and mosey north to the town's center, a courtyard with four Mana obelisks.

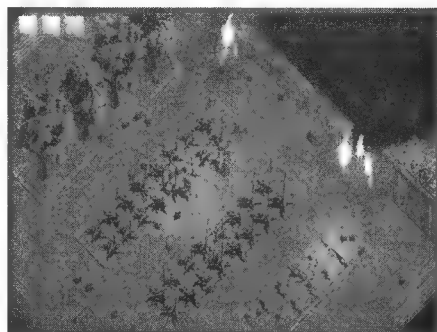


Fig. 37-6. Save the garden from the Ogress.

Eradicate the Ogress from the garden and earn the thanks of Thavius.

To the north, two houses burn. Inspect them for treasure (jump over or douse the flames).

In the northeast corner of town, check out the Inn of the Urchin's Ear. Scour the bar and the back areas for supplies and return to the street.



Fig. 37-7. Loproc again!

Farther east, you'll (again) meet Loproc: As usual, his prices are less than perfect but he has some exotic stuff. Books of Confuse,





Shock, and Protect from Poison are tempting.

South of Loproc, enter the first house to the east and talk to Gerard. His house is ablaze and he needs you to

save his frog Lewis from the room to the north. Open the door and douse the flames with the water barrels. Guide the frog to the southern room and Gerard rewards you with 250 gold. Why does that frog look familiar?

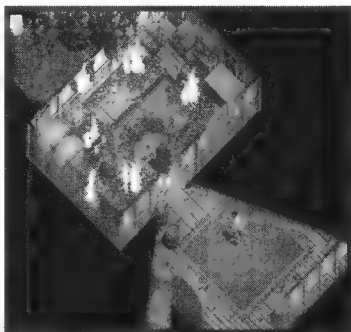


Fig. 37-8. Rescue poor Lewis.



Fig. 37-10. The Archer gauntlet.

Brin, exit via the gates in the southeast corner. Here, two Archers defend the town against invasion. A battle rages outside the town as you arrive.

Trudge south to the docks and clear the area of Ogresses. Explore around the docks.

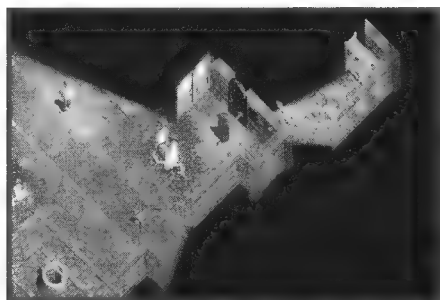


Fig. 37-9. You can open this black door. Note the Well nearby.



TIP

RUN TOWARD THE DOCKS AND DRAW THE OGRESSES BACK TO THE ARCHER GAUNTLET. YOU WON'T GET ANY EXPERIENCE FOR THE KILLS, BUT THEY WILL DO THE JOB.



South of Gerard's house, note the Well of Restoration and (due east from it) a black door. Reach through the door to get a Gold Key. Open the black door with it to loot the room.

After you've checked out all the houses in



Fig. 37-11. This path takes you to the Ogre town of Grok Torr.

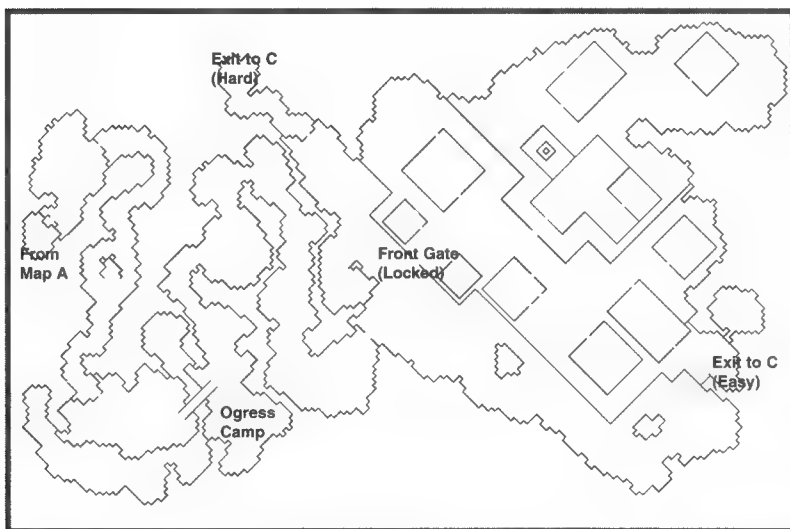


Fig. 37-12 Map B.

Go back to the docks and follow the northern path (the sign reads, "Path to Grok Torr") to a cave entrance guarded by Ogresses.

Enter the cave to the northwest and follow its meanderings. Spiders and Bats serve as your welcome wagon. Eventually, the cave opens to the south in a swamp.

Wolves and Ogresses try to impede your progress as you approach the bridge to the east.

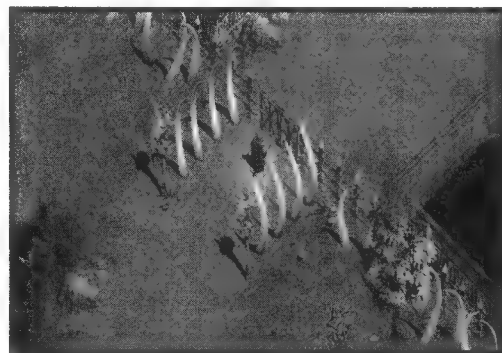


Fig. 37-14. The main gate to Grok Torr is locked.

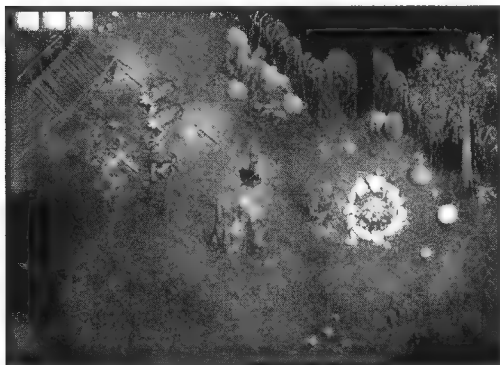


Fig. 37-13. Camping is dangerous with you around.

TIP

MAKE SOME NOISE OUTSIDE THE FENCE (HIT IT WITH YOUR STAFF) AND CAST FIREBALL OR LIGHTNING ON ANY OGRES AND OGRESSSES THAT COME TO SEE YOU.





NOTE

WHEN YOU REACH THE FAR SOUTHERN EDGE OF THE FENCE, CAST SWAP WITH AN ENEMY ON THE OTHER SIDE AND DROP DOWN THE HOLE INTO THE CAVERN BELOW. YOU LAND IN THE CENTER OF A ROOM FULL OF SPINNING SPIKE COLUMNS. SKIP AHEAD TO THAT PART OF THE WALKTHROUGH TO LEARN WHAT TO DO FROM THERE.

THIS WAY IS ACTUALLY EASIER THAN THE PRIMARY ROUTE, BUT IT REQUIRES SOME BACKTRACKING TO RETRIEVE AN IMPORTANT ITEM. GO THIS WAY TO AVOID EXCESS DANGER.

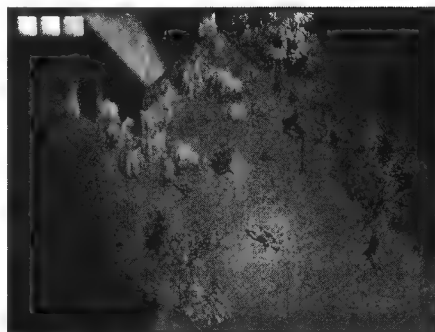


Fig. 37-16. You'll need to go below ground to get into Grok Torr.

Continue north past more Wolves and Ogres to a cave entrance to the north. Inside the cave, wind to the end and jump down the hole.

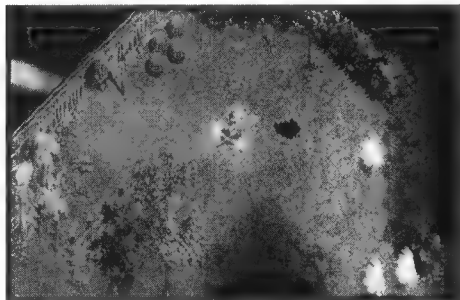


Fig. 37-15. There's another way down.



Retrace your steps and go north past the locked main gate. Be sure to check out the Wolf's den to the southwest (it houses a Flimsy Staff of Collision).

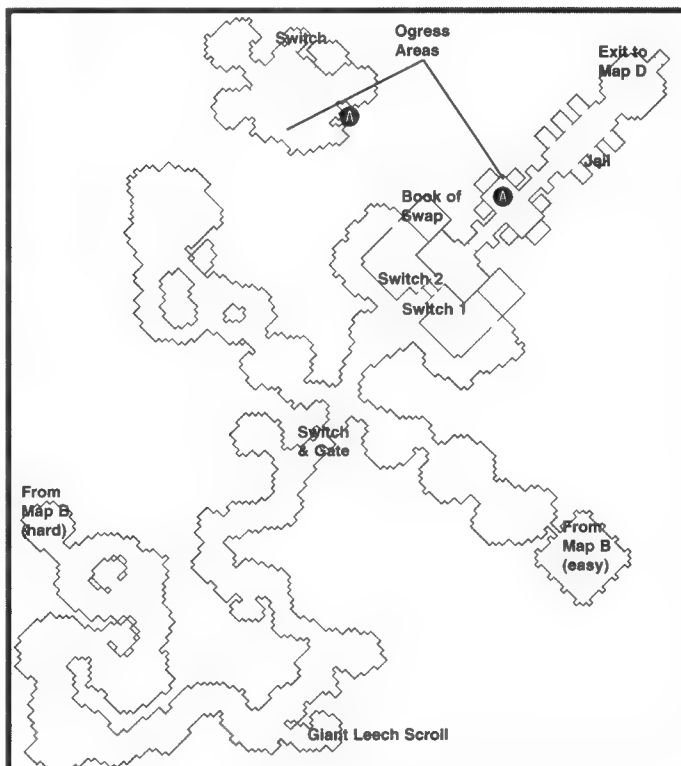


Fig. 37-17. Map C.

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Spelunk into the cave, bearing south and around a central chamber. Winding around the cave, deal with Giant Leeches, Spiders, Bats, and Black Bears. Hunt for a Giant Leech Beast Scroll.

This passage terminates at a locked gate and a switch. Pull the red lever to open the way to a four-way intersection.

First, go south. You need to clear out a room of Ogresses and Bats before you can enter the narrow door to the south.

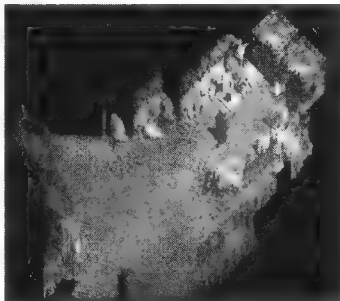


Fig. 37-18. Pull this switch to continue.

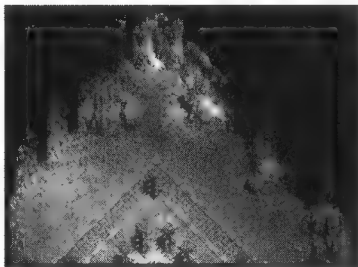


Fig. 37-19. Rush to the center for a very useful prize.



IF YOU TOOK THE ALTERNATE ROUTE, THIS IS WHERE YOU'LL BEGIN.

Inside, an intricate system of spinning spike columns converges in the center of the room and retracts out to the walls. Run to the safe spot in the dead center of the room as the columns spread outward. Next, run to the northeast corner to pick up the Ogre Beast

Scroll, wait for the spikes to start inward again, and make for the door. Return to the four-way intersection.

Take the northern passage. Scorpions and Bats populate a large room at the end of the hall. More Scorpions break out of a small room to the east.

Explore the entire area and go back to the four-way intersection.

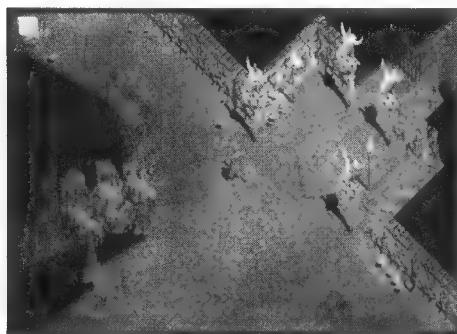


Fig. 37-20. The way is locked . . . twice.

Finally, creep up the east corridor to another four-way intersection and fight a gang of Ogresses. Two consecutive locked gates block the path east.



Fig. 37-21. This switch operates one of the gates outside. There's another just like it on the other side.





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Explore southward to locate double doors leading north. In the room full of Ogresses, pull the red lever to lift one of the gates blocking the east path.

Return to the intersection and go north to find the other switch. Enter the doorway to the south, brush aside the Ogresses, and pull the second switch to open the way.

Return to the intersection and go east to a room where Ogresses burst from the walls. Explore their hideouts and continue east through the next doorway.

As you enter this Ogress Arena, the door locks behind you and a squad of Ogresses attacks. Take any of the elevators down to continue the fight on the lower level. Search this lower area thoroughly, particularly the gated room to the east.

Locate a switch along the eastern wall. Pull it, go back upstairs, and sneak into the jail to the east.

You can release the animals to attack the guard, but they're just as likely to go after you. Cast Lightning to put them all to sleep and then deal with the guard yourself.

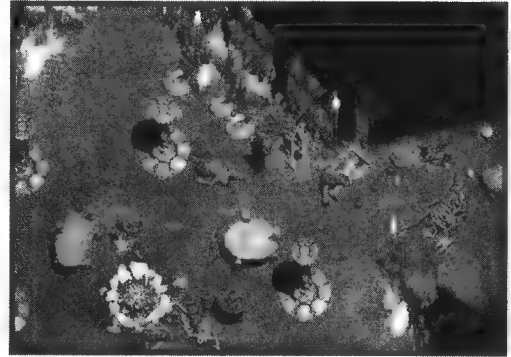


Fig. 37-22. *Activate this switch before going topside or you'll have nowhere to go.*

When the Ogre guard comes to investigate, eliminate him immediately. Cast Lightning to kill the imprisoned creature, pull the switch, and search their cell. Exit east through the door.

Take the elevator up to the surface and surprise a pair of Ogresses looking the other way.

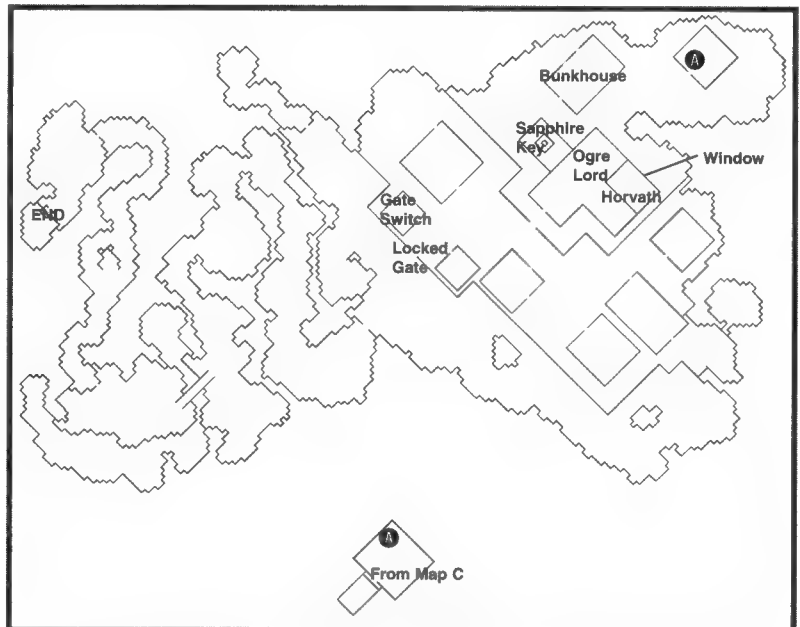
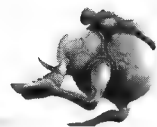


Fig.37-23. *Map D.*



CHAPTER 37 EPISODE 5: OGRE RAID AT THE HAMLET OF BRIÏ



POTE

YOU CAN LEAVE THE BEASTS IN THEIR CAGES IF YOU LIKE, BUT YOU WON'T BE ABLE TO SEARCH FOR SUPPLIES.

Leave the room and creep northwest to the Bunkhouse. Snipe through the windows and root around inside for prizes. Clear the entire outdoor area above the locked gate, but leave one creature alive—a Wolf is the perfect candidate.



TIP

SAVE HERE;
THIS MOVE IS HARD
BUT VERY SATISFYING.



Fig. 37-24. It's a swap meet to spring Horvath.

Go around back of the Ogre Lord's hut to a window. Inside you see Horvath. Draw the surviving enemy toward this window and cast Swap to switch with Horvath. Immediately cast Swap again on the creature outside. If you do this right, you and Horvath will be outside and the monster will be in the room.



POTE

ENLISTING HORVATH'S HELP IS RISKY; YOU COULD GET HIM KILLED AND YOUR QUEST WILL FAIL. STILL, YOU GET A BUNCH OF EXPERIENCE FOR FREEING HIM THIS WAY AND YOU GET LOTS OF HELP AGAINST THE OGRE LORD. KEEP HORVATH WELL FED FROM YOUR INVENTORY AND YOU SHOULD BE ALL RIGHT.



Fig. 37-25. The Ogre Lord and his posse.

Snipe through the locked gate before heading east from the gate into the Ogre Lord's hut. This Shuriken-firing giant and his merry band of Ogres attempt to snuff out your little quest right here. Ignore the Ogres unless they corner you and focus on the Lord. Block his flurries of Shuriken, and counter with combinations of Confuse and Lightning.



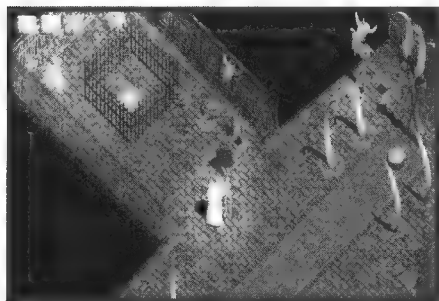


Fig. 37-26. *Snag this Key to open the locked room to the south.*

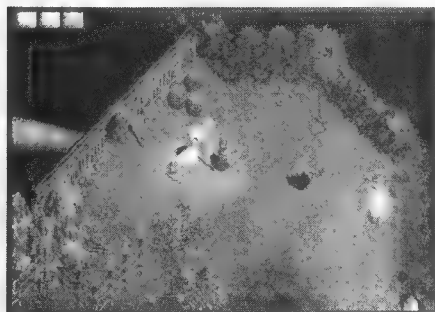


Fig. 37-27. *A Mana obelisk marks a Secret Area.*

Explore the Ogre Lord's hut. To the north, a Sapphire Key appears in a cage; reach in to get it if you were unable to otherwise liberate Horvath. The south room is/was Horvath's cell—explore it to find an Ogre Beast Scroll, and a big bag of gold. Leave the Ogre Lord's hut and pass through the gates to the west.

Clear this entire area of Ogres, Ogresses, Wolves, Bats, and Spiders. Then ransack all the buildings for keepsakes (including Sturdy Leather Boots of Haste, a Sturdy Staff, a Book of Haste, a Sturdy Wizard's Robe, and a Flimsy Wizard Helm).

Walk toward the western gate of Grok Torr. Enter the small hut north and east of the gate and pull the switch to open the main gate.

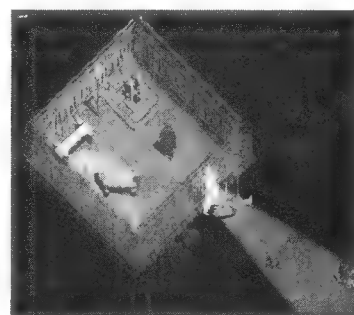


Fig. 37-28. *This switch gets you out of Grok Torr.*

SECRET AREA

In the southeastern corner of Grok Torr, in the backyard of a large hut, look for a Mana obelisk. Nearby is the alternate entrance to the caverns and next to it is a breakable wall to a Secret Area. A Black Bear protects a Sturdy Staff and a Mana Potion.



Fig. 37-29. *Well done, lad!*

Lead Horvath back to Brin through the swamp and the cave to rendezvous with the Captain.



CHAPTER 38

EPISODE 6: THE HALBERD OF HORRENDOUS

INTRODUCTION

MAIN QUEST

- ♣ Sneak into the Warrior Fortress of Dün Mir to steal the Halberd of Horrendous.

SUB-QUESTS

- ♣ None



ENEMIES

- | | |
|---------------|---------------------------------|
| ♣ Bat | ♣ Scorpion |
| ♣ Cave Spider | ♣ Small Cave Spider |
| ♣ Giant Leech | ♣ Small Spider |
| ♣ Horrendous | ♣ Spider |
| ♣ Ogre Brute | ♣ Troll |
| ♣ Ogress | ♣ Warriors (Exp. 40,000-90,000) |
| ♣ Polyp | |

QUEST AND CONTINUATION ITEMS

- ♣ Gold Key
- ♣ Halberd of Horrendous
- ♣ Silver Key

SECRET AREAS

- ♣ 4

SHOPS

- ♣ Bull's Shop
- ♣ Machinery Shop

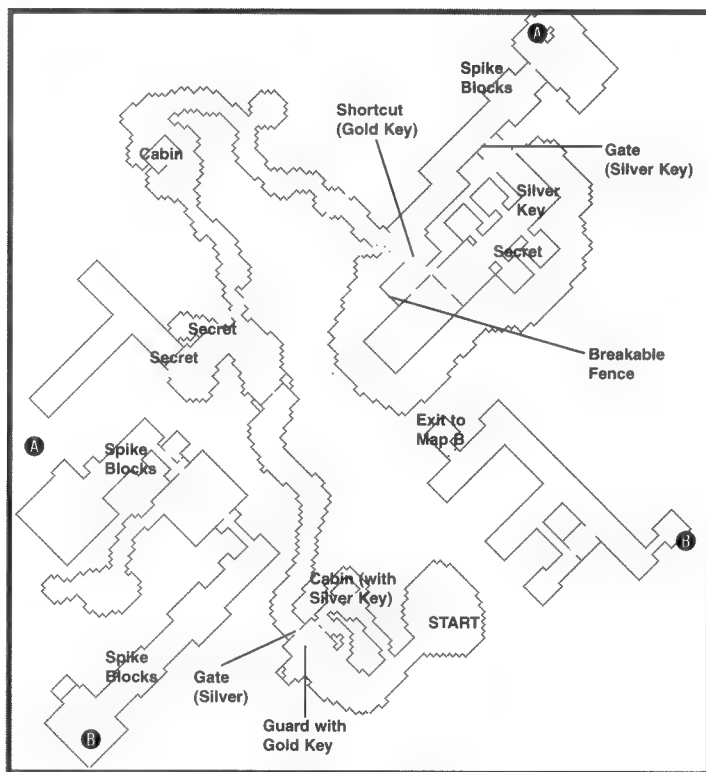


Fig. 38-1. Map A.

WALKTHROUGH

Receive your briefing from the Captain who gives you three powerful spells: Invisibility, Lock, and the ability to construct traps.

Dün Mir, alas, is no place for Wizards, so you will have to infiltrate the town and the Fortress using Invisibility and Stealth. Hence the sewers. Begin by entering the sewer tunnel to the west and casting Invisibility.



TIP

YOU WILL GENERALLY HAVE TO KEEP INVISIBILITY ON AT ALL TIMES TO AVOID DETECTION. RECHARGE YOUR MANA WHENEVER YOU FIND SOURCES. REMEMBER THE FOLLOWING ABOUT INVISIBILITY:

- ♣ YOU ARE ONLY *TOTALLY* invisible when standing still.
- ♣ When walking, you are faintly visible.
- ♣ When running you are mostly visible.
- ♣ You still make noise when invisible, so avoid doing anything that will attract attention.
- ♣ If you attack or cast any other spell, you'll become visible.
- ♣ If guards hear you and come to investigate, walk a few steps away and then stand still until they leave.

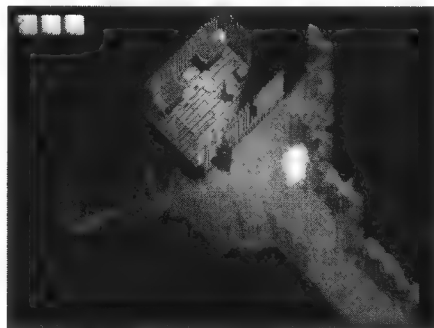


Fig. 38-2. Get the Silver Key from this cabin.

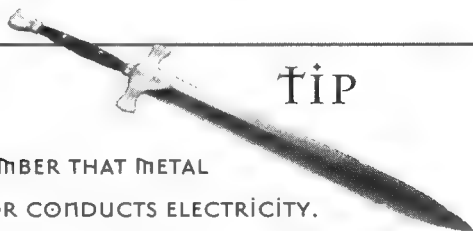


As you near a corner, a small path goes north to a ramshackle cabin. Locate the Silver Key.



Fig. 38-3. You may safely attack the guards from here.

To the west of the cabin is a windowed wall; look through it to see the guards covering the gate. You can either walk through the gate quietly or fry the guards in their armor with Lightning. One of them drops a Gold Key.



TIP

REMEMBER THAT METAL
ARMOR CONDUCTS ELECTRICITY.
WARRIORS IN METAL ARMOR WILL,
THEREFORE, RECEIVE ADDITIONAL SHOCK
DAMAGE FROM AN ELECTRICAL ATTACK.

Pass through the gates and trudge north. There are no guards for a while so you may let your Invisibility lapse.

The next gate opens with the Gold Key, but you might want to save it for another purpose. Shatter the rocks on either side of the gate and jump over the rubble. Spiders and Leeches line the cave.

SECRET AREA

Detour west to another gate as the trail splits. This one also takes the Gold Key. If you kept it, you can go right through. If, on the other hand, you used it or want to save it for its third use, attack the wall east of the gate, walk down a short trail, and break another wall. Investigate north for a Mana Potion and a Flimsy Helm of Healing.

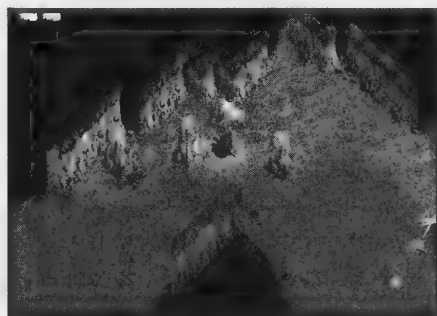


Fig. 38-4. Save your Gold Key and break this wall for a shortcut into this Secret Area.

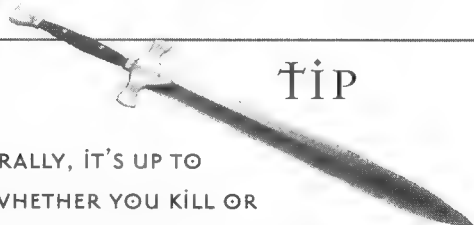
The hallway narrows as you pass a side path to the northwest. Resume Invisibility. Sneak past the guard and into the cabin to explore. Resume your journey north, trudging on as the path shifts south.

You won't need your Invisibility until you spy a stone wall to the south-east. Cast Invisibility and break into the room. The door to the east takes the Gold Key, allowing you to avoid the next section if you like.





PRIMA'S OFFICIAL STRATEGY GUIDE



TIP

GENERALLY, IT'S UP TO YOU WHETHER YOU KILL OR SIMPLY AVOID MOST OF THE GUARDS. YOU RISK ATTRACTING UNWANTED ATTENTION BY ATTACKING, BUT IT EARNs YOU EXPERIENCE. MAKE SURE YOU'RE ONLY DEALING WITH ONE OR TWO GUARDS AT A TIME.

SECRET AREA

Break a section of the iron fence and walk east around the outside of the building until you see a long, narrow hall leading north to a small alcove. Grab the gold and return to the fence.



Fig. 38-5. Break through the gate here.

If you don't have the Gold Key, enter the door to the south and creep east through the gate. Check out the side rooms for supplies and pocket



NOTE

IF YOU USED THE GOLD KEY SHORTCUT, GO EAST FROM THE DOOR AND YOU'LL END UP RIGHT HERE BY THE SILVER KEY GATE.

the Silver Key at the end of the hall. Go through both gates to the north and turn east.

A switch activates the spike blocks to the east; don't touch it unless you want to use the trap to kill the upcoming Scorpion. Turn south to meet said Scorpion and ride the elevator up.

Duel with a Leech and a Spider to pocket a Giant Leech Beast Scroll. Follow the spike blocks down the eastern hall, ducking into alcoves as the blocks pass back west. After the blocks, resume Invisibility.

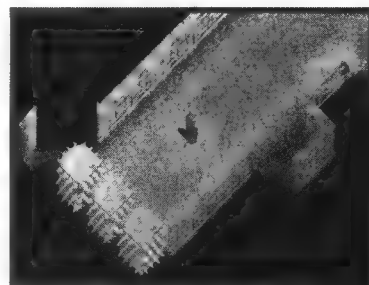


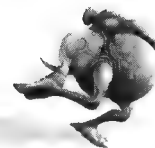
Fig. 38-6. Hang in here until the danger passes.

Tiptoe south through a gate, cross the area, and slip through another gate to the south. Use the alcoves again to avoid the spike blocks. At the end of the hall, pull the switch to activate the elevator (and release a Spider attack). Ride up.

Cast Invisibility, move west, and follow the spike block north. Dive into the small room to the west and immediately dispatch the guard.



CHAPTER 38 EPISODE 6: THE HALBERD OF HORRENDOUS



TIP

CAST LIGHTNING THROUGH THE WINDOWS TO THE WEST TO CLEAR OUT THAT HALLWAY WHILE YOU'RE HERE.

Run out of the door and north up the hall as the blocks pass south. Explore the side path to the west. At the north end of the spike block hallway, go west and north through double doors to ride up to Dün Mir.

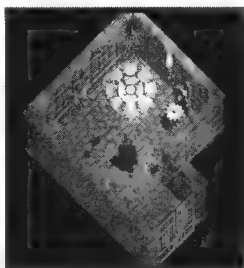


Fig. 38-7. This way to Dün Mir.

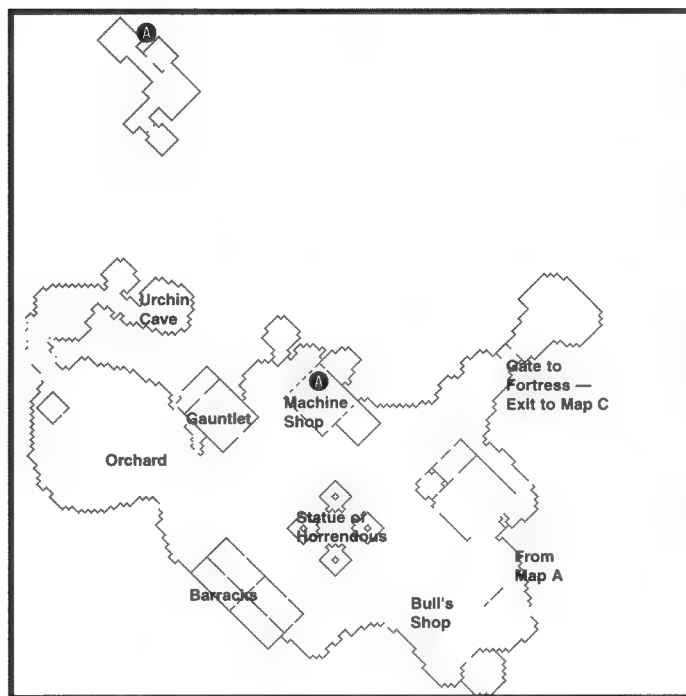


Fig. 38-8. Map B.

Enter Bull's shop through the back door and conduct some business. Bull's prices are OK (buy Trigger Trap, Drain Mana, and a Mighty Staff of Collision if possible). Make sure that you're carrying as much plate mail as possible before you exit, and sell everything else to Bull.



TIP

BULL'S SHOP IS SAFE GROUND. IF YOU GET IN OVER YOUR HEAD, RUN IN HERE AND THE WARRIORS WON'T FOLLOW.

Cast Invisibility and exit the store.

Discreetly explore the town. The Urchin cave (through the orchard to the north) is home to a Mighty Staff of Bewilderment. Enter the Machinery Shop (northeast corner of town) and take the elevator down to a pair of Mighty Leather Boots and other provisions.



Fig. 38-9. Spelunk into the Urchin cave for choice items like this.





SECRET AREA

North of the Machinery Shop, break the wall to find a small clearing with gold.



Fig. 38-10. *A little secret.*

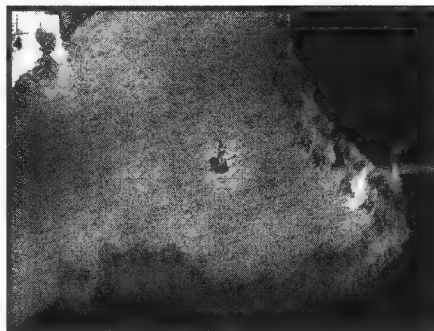


Fig. 38-12. *An alcove to the south lets you recharge in private.*

here or explore south for another drawbridge and a room full of Mana crystals. Either way, cast Invisibility and enter the Fortress to a courtyard with a fountain.

When you're finished in the town, pass through the eastern gates.

Follow the road north and east to the Fortress' eastern drawbridge. You may either enter

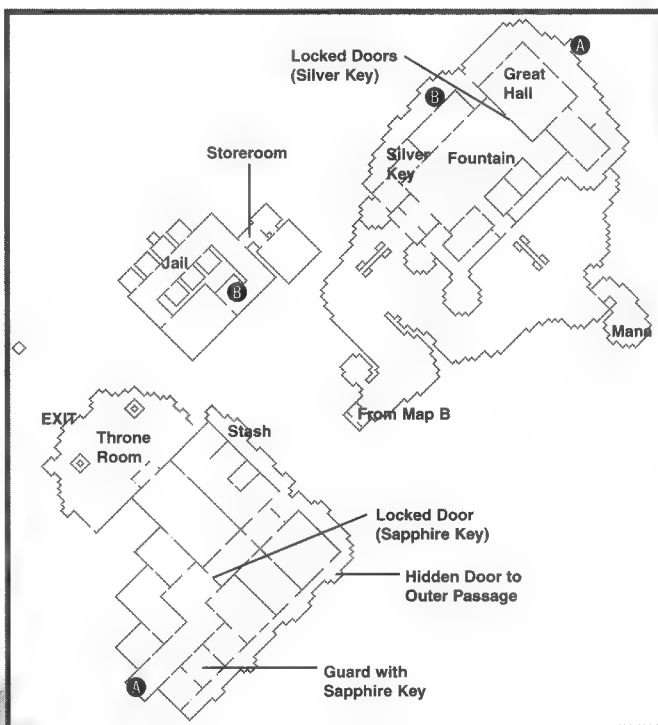


Fig. 38-11. *Map C.*

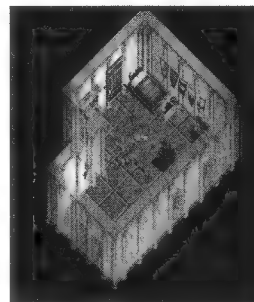


Fig. 38-13. *The Silver Key is in this northern room.*

The door to the Great Hall is locked with a Silver Key. Search the rooms for the Key (in a chest of a northern room).





TIP

PEER THROUGH THE WINDOW
AND CAST LIGHTNING TO SHOCK ANY
WARRIORS AROUND THE FOUNTAIN.

Before heading into the Great Hall, locate a set of stairs (north) leading down. Descend into the dungeon. Walk around clockwise to a storeroom behind barred doors. Trash the place for potions, a Book of Protect from Fire, a Fireball Staff, a Sturdy Wizard Helm of Cure Wounds, and a Flimsy Wizard Helm.

Along the north, cages filled with creatures line the walls. While invisible, pull the switch to release the prisoners—they'll attack the guards. Go back upstairs.

Enter the Great Hall (east of the fountain) and pass through it to a grand staircase leading up.



Fig. 38-14. *There's only one way to get the Key.*

Enter the second room to the south. Fry the guard and take his Sapphire Key.

Search all the side rooms. If you look out the windows to the south, you can cast Drain Mana and draw magic power from the crystals



TIP

YOU CAN BYPASS THE
SAPPHIRE KEYED DOOR ALTOGETHER
BY ENTERING THE ROOM NORTH OF THE
LOCKED DOOR, LOOKING THROUGH THE
WINDOW TO THE EAST, AND SWAPPING WITH
THE PASSING GUARD.

in the outside walls. When you're finished, go through the door to the east.

SECRET AREA

Search the rooms south of the corridor. In the last room to the south, look for an irregular wall panel (with a horizontal wood beam across the top). Approach it and it opens to the secret passage outside the rooms. Explore the eastern wall to find a stash of items: Mana Potions and a Mighty Wizard's is Robe of the Dragon's Scale.



Fig. 38-15. *This odd panel indicates a hidden door.*





Fig. 38-16. Go back inside and head north to the throne room.

South of the stash, enter the first alcove on the west and go through the hidden wall to a hallway. Pass through one door and north through double doors flanked with shields. Continue north through a long room decorated with large Wolf statues. Make sure you're invisible and pass through to the throne room.



Fig. 38-17. Free your comrades to help light up the enemies!

In Horrendous' throne room, two Wizards are imprisoned in cages. Sneak to the switch and release them to begin the battle.

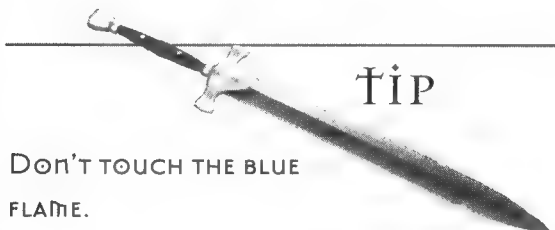


Fig. 38-18. Lots of Lightning attacks are your surest bet.

Keep your Force Field up at all times and cast Lightning, Energy Bolt, and Magic Missiles. Use whatever Staves you have (especially Fireball or Lightning). At some point in the fight, when Horrendous is greatly wounded but not yet dead, he will pop up with dialogue. Do *not* be lulled into thinking Horrendous is dead until you have seen him die. You may be in for a nasty surprise otherwise. When Horrendous and all his Fire Knights have been cooked in their own shells, claim the Halberd and exit the throne room to the north.

CHAPTER 39

EPISODE 7: THE HEART OF NOX

INTRODUCTION

MAIN QUEST

- ♣ Recover the Heart of Nox from the top of the Wizard's Tower.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Demon Lord
- ♣ Ember Demon
- ♣ Imp
- ♣ Small Spider

QUEST AND CONTINUATION ITEMS

- ♣ Heart of Nox

SECRET AREAS

- ♣ 6

SHOPS

- ♣ Bright Blades
- ♣ Griffon's Nest
- ♣ Kincaid's Armor
- ♣ Loproc
- ♣ Mlurgh's Tavern
- ♣ Phim's
- ♣ Wizard's Keep



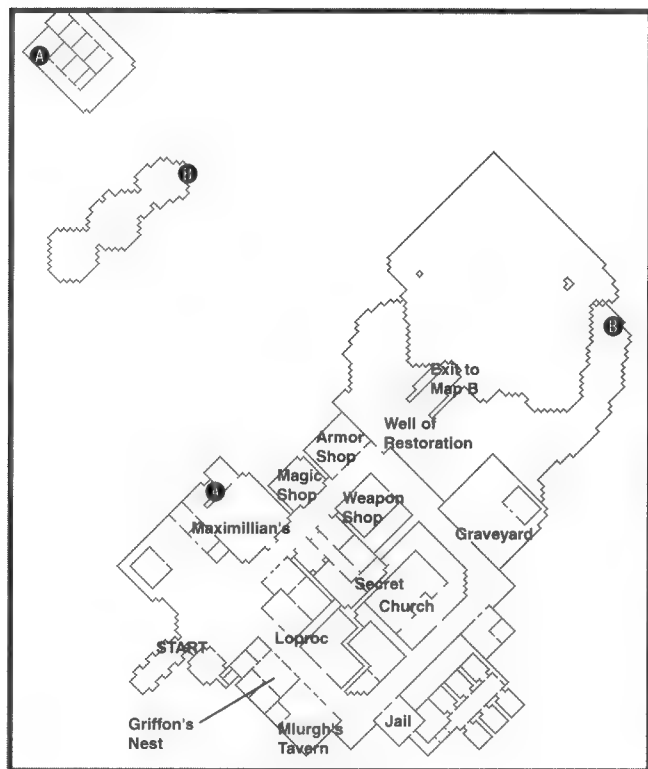


Fig. 39-1. Map A.

SECRET AREA

Walk east from the fountain and go south into an alley. Take the first alley east and look for an open window to the north. Wait for a Spider to appear and cast Swap to enter the room. Ransack the area for potions, food, Sturdy Leather Boots of the Dragon's Hide, and two Lightning Staves.

To leave, either exit through the hidden door to the north or Swap with the Spider again and exit the alley.



Fig. 39-2. Walk up to this window and swap with the Spider.

WALKTHROUGH

Leave the Airship Captain and head east into the Galava gate.

South of the fountain, visit Loproc to see what he has available. Check out the other shops and stock up on armor and magic that provide protection from fire.

When your shopping spree is complete, go through the eastern gate to the Tower.

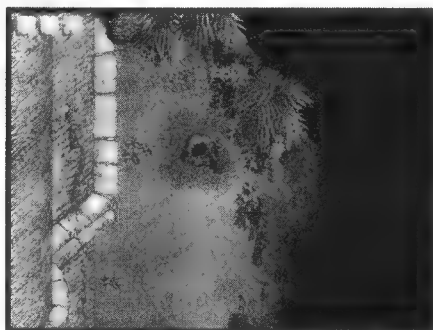
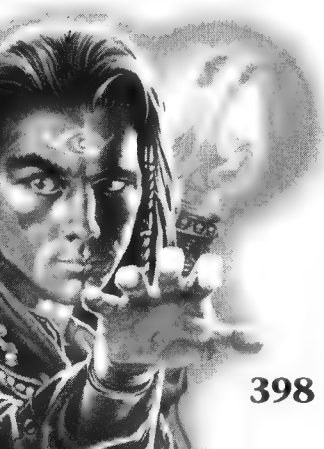


Fig. 39-3. This elevator leads to your first peek of the underworld.

Before going up the stairs to the Tower, walk around it to the south and east to find a fiery elevator. Ride it down, fight a crew of



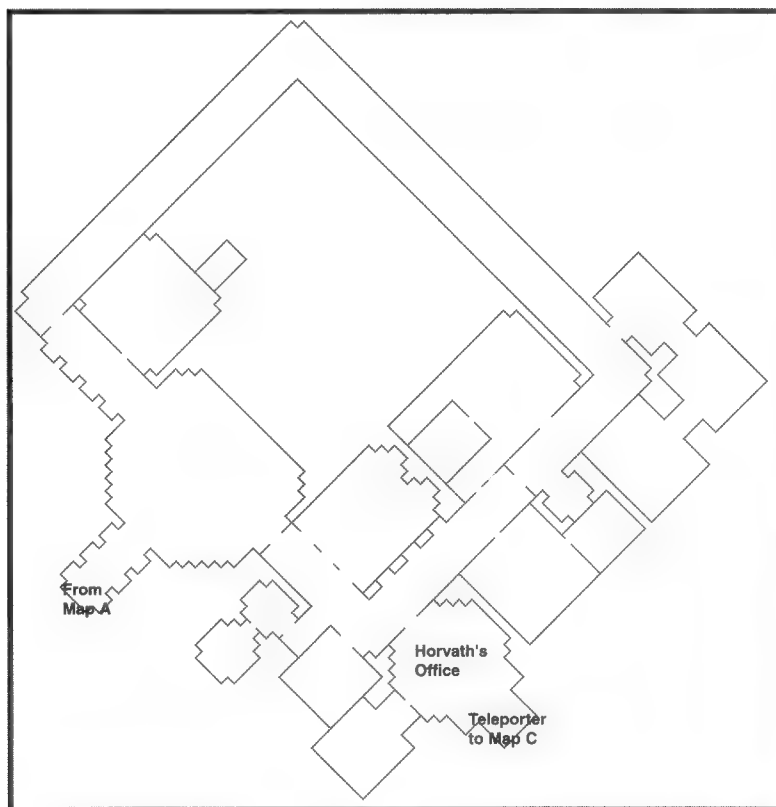


Fig. 39-4. Map B.

Ember Demons, and pilfer a pair of Mighty Leather Boots of the Dragon's Claw. Return to the surface, scale the stairs, and enter the tower.

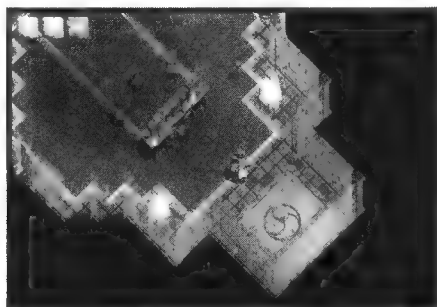


Fig. 39-5. You've been called to Horvath's office.

See the receptionist who directs you to Horvath's office. Walk south and into the office to the east. Step into the teleporter to the keep of the Heart of Nox. Take it from the pedestal and go to the teleporter.

Then everything goes horribly wrong: Hecubah arrives, kills Horvath, and redirects your teleporter to the underworld.

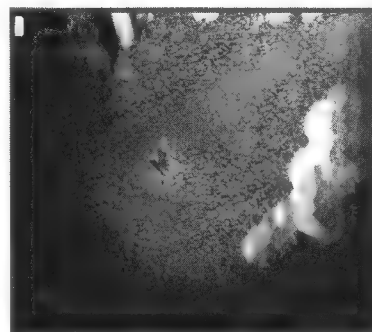


Fig. 39-7. Now what do I do? Work your way northeast.

There must be a way out. Start your journey to the east, exploring side rooms as you go. The passage opens to a large chamber. Head due east across the lava, onto solid ground, and grab a bag of gold.

Follow the path southeast to an elevator that takes you up; at least you're going in the right direction.

Loop around to the west and back to the



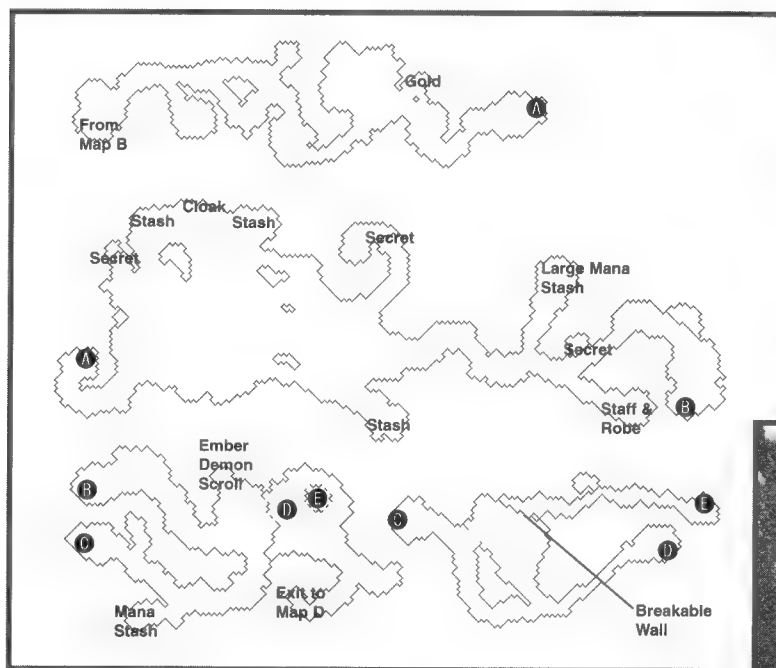


Fig. 39-6. Map C.

east, jumping from landmass to landmass. The main cavern is to the east, but go north-east to look for supplies and valuables. Next, you'll go south and follow the cavern east as it narrows.

When you arrive in a vast chamber, jump north to a large landmass against the north-eastern wall.

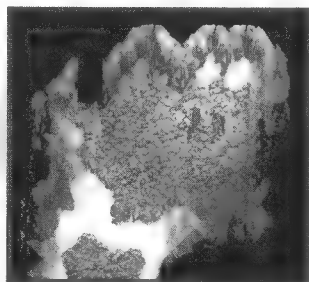


Fig. 39-8. Start here.

SECRET AREA

Go as far up the wall as you can and hop north to a break-away wall and a secret.

Follow this wall, jumping over a narrow bit of lava to a deposit of Mana crystals and a chest of gold.

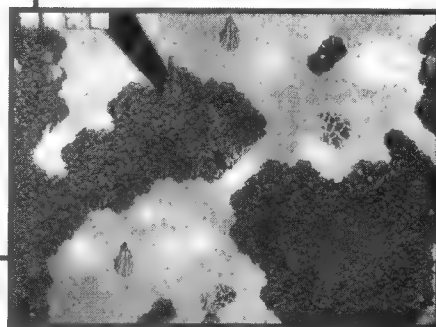


Fig. 39-9. Your next step is to find this peninsula.

Venture southeast onto a peninsula and jump south. Next, jump to the northeast twice. Spar with an Ember Demon and jump north where a Sturdy Cloak of the Dragon's Claw awaits.

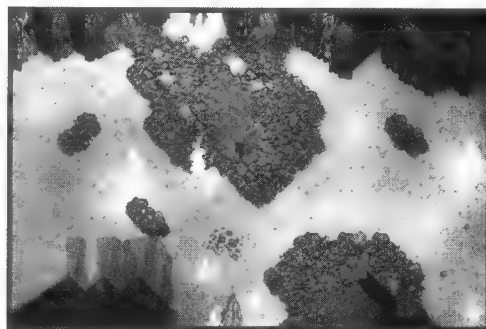


Fig. 39-10. This cloak will serve you well, both as a garment and a landmark.





Jump to the small island northeast. Cast Protect from Fire and dash/jump northeast to a pair of chests: they contain a Book of Protect from Fire and a Red Potion. Return to where you found the cloak.

Jump south to an island (with a pair of columns) then jump east to two small islands and onto an alcove with gold and Mana crystals. Return again to the column island.

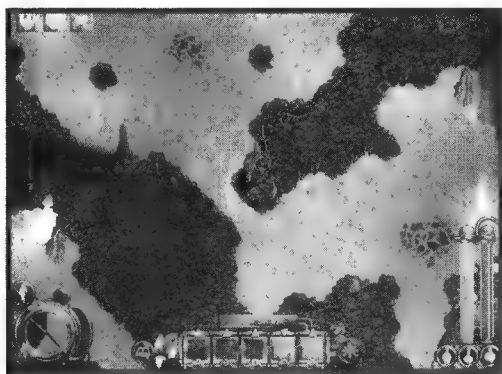


Fig. 39-11. Once you get to this mass, you can simply follow the cavern to the end. You may also explore the side caverns.

Jump twice to the southwest and once to a large mass to the south. Move east along this island to fight another Ember Demon.

SECRET AREA

Leap east to a narrow peninsula. Punch through another Ember Demon and Imps. At the end of the hall, note an Arrow on the floor (made of bones). Knock out the wall for a secret.

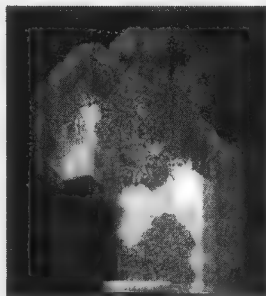


Fig. 39-12. The Arrow marks the spot.

At the eastern end of the island, detour southwest to a stash of Mana crystals, gold, and a potion. Return to the main trail.

Follow the cavern southeast, investigating side paths to the east (large Mana stash) and south (Staff of Lightning and a Mighty Robe of the Dragon's Claw).

SECRET AREA

Just after the south side path on the main trail, knock out a northern segment of wall for a Book of Slow.

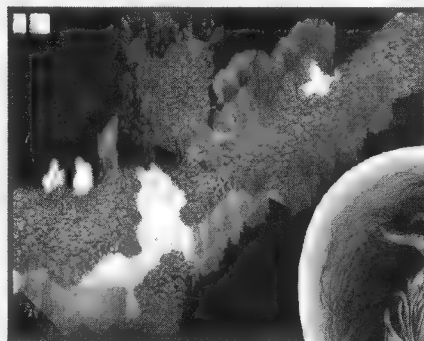


Fig. 39-13. Another Secret Area hides a spell upgrade.





PRIMA'S OFFICIAL STRATEGY GUIDE

Continue along the main trail to solid ground and an elevator up.

Spar with some Imps as you follow the cavern to the south. Jump to a small island to the southeast and dodge a fireball from an Ember Demon. Follow islands to an alcove with Mana crystals and a chest with an Ember Demon Scroll.

Follow the path south and west. As it turns north, jump west to locate a Mana deposit. Continue north to an alcove with gold and an elevator.

Scoot south and cast Lightning at the Ember Demons through the windows to the east. Continue southwest past a lava pool to a fork in the cavern (north and southeast).

Forge north around a large lava pool to the west. Continue east to a seemingly dead end—break the wall to proceed. Ember Demons defend a rising elevator to the east.

In this tiny central room, ground the Imps, pick the chests, and go back down the elevator.

Return to the fork and go southeast to another elevator. Bear south and jump southwest to follow the path to a doorway.

This ruined underworld town has seen better days. In fact, it wouldn't take much to knock down most of its walls. The town is a warren of old

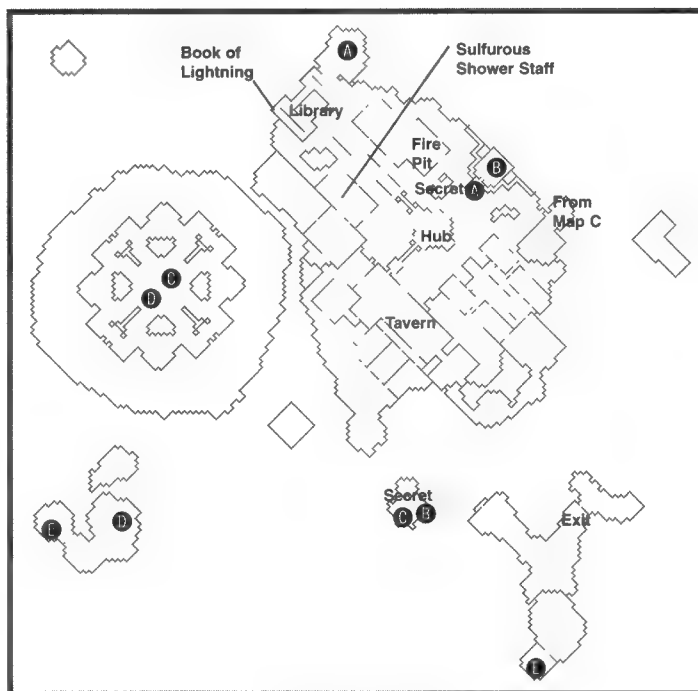


Fig. 39-14. Map D.

buildings in the south, west, and north. A central hub is connected to the west and north via bridges.

Your goal is to get to the northern portion of the town. To do this, work your way west

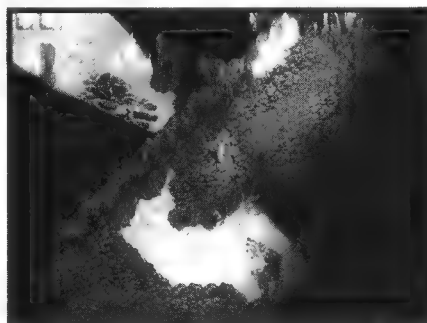
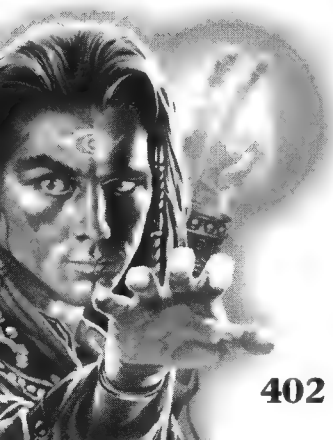


Fig. 39-15. You begin in the southeastern quadrant of the town.





TIP

REMEMBER, WHENEVER THERE SEEMS TO BE NOWHERE TO GO OR A DOOR IS LOCKED, HIT A WALL. IT WILL PROBABLY BREAK.

into the first set of buildings and explore it thoroughly. Work your way south to a trail that loops back around to the north.

Locate a large tavern on the west side and investigate its back rooms; one leads to a large stash of Mana crystals. Leave the tavern through the northeast door.

Go east over the bridge to the central hub and take the other bridge north.

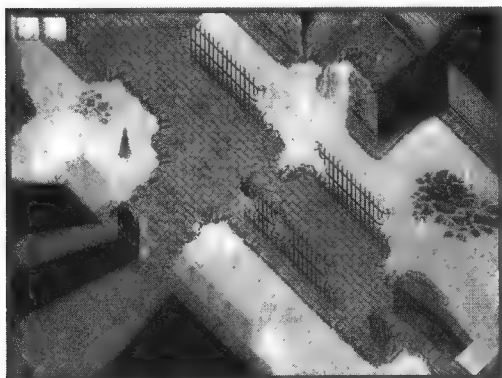


Fig. 39-16. Explore the buildings on both sides of this intersection.

Enter the first door to the west and explore the northwest part of the room for a Sulphurous Shower Staff and potions. Return to the walkway.

The building to the east beckons.

SECRET AREA

Jump over the counter to the south and break the wall in the corner behind a fire pit. Jump to an island alcove for a secret.

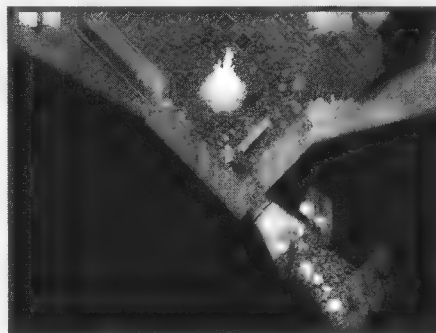


Fig. 39-17. A tricky jump for another secret.

Return to the walkway and go north into the Library. Look for a Book of Lightning in the northwest corner. To the northeast, locate a teleporter.

The teleporter transports you to a fenced alcove on the east side of the cavern. Pass through the east door.

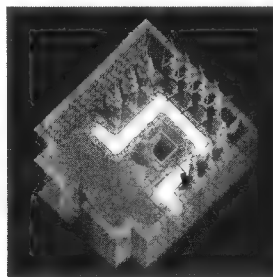


Fig. 39-18. Go inside and prepare to drop down the hole. You never know what's waiting for you below.





SECRET AREA

As you drop into the hole, keep moving forward as you fall. You will land not in the bottom of the well, but on a shelf halfway down. Break open the northeast wall to locate gold and Grand Leather Boots of Running and the Dragon's Scale.

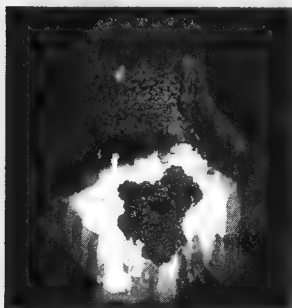


Fig. 39-19. A little forward motion is all it takes for you to land on the intermediate level.

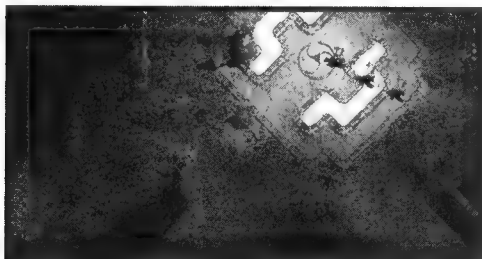


Fig. 39-20. That must be the way home.

Fall into the hole. At the bottom of the pit, you meet the Demon Lord. Several Ember Demons are filing into a teleporter to the surface world—you'll meet them when you pass through.

Kylerean surrounds the teleporter with

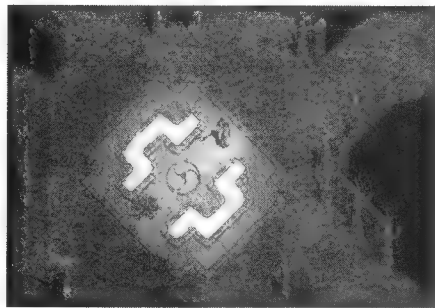


Fig. 39-21. Protect yourself from fire and use none yourself. Instead, focus on Lightning attacks.

fire—you must kill him to get to it. Deal with the remaining Ember Demons and then focus on the Demon Lord: he comes equipped with Fireball, Burn, Ring of Fire, and Slow.

Stay close to the Mana obelisks in the corner and pound Kylerean with every non-fire spell you have. Use your most powerful non-fire Staff and keep a spell of Force Shield and Protect from Fire around you.

When the Demon Lord face-plants, use his teleporter. On arrival, you're immediately attacked by Ember Demons. Locate the elevator to the surface and ride it up.

Enter a room packed to the gills with powder kegs and fuses laid out on the floor. Immediately Summon Magic Missiles and detonate the whole shebang—this should kill all the Ember Demons in the chamber and break open the northwest wall.

At the intersection, go east (north is blocked) to the exit.

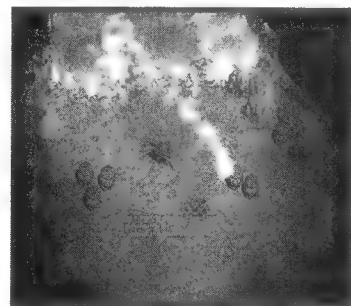
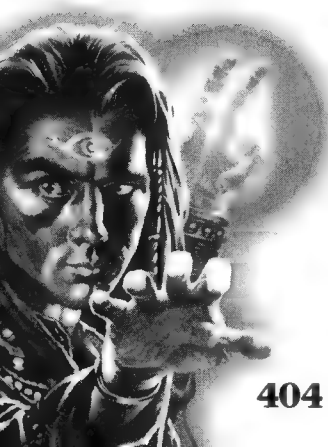


Fig. 39-22. Ka-boom. Kill the demons and open a path.



CHAPTER 40

EPISODE 8: THE WEIRDLING BEAST

INTRODUCTION

MAIN QUESTS

- ♣ Obtain passage to the Temple of Ix from Aldwyn the Conjuror.
- ♣ Retrieve the Weirdling Beast from the Temple of Ix.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|----------------|---------------------|
| ♣ Bat | ♣ Mimic |
| ♣ Beholder | ♣ Polyp |
| ♣ Bomber | ♣ Scorpion |
| ♣ Cave Spider | ♣ Small Cave Spider |
| ♣ Grizzly Bear | ♣ Stone Golem |
| ♣ Imp | ♣ White Wolf |

QUEST AND CONTINUATION ITEMS

- | | |
|--------------|-------------------|
| ♣ Gold Key | ♣ Weirdling Beast |
| ♣ Silver Key | |

SECRET AREAS

- ♣ 6

SHOPS

- | | |
|-----------------|--------------|
| ♣ Belfor's Shop | ♣ Magic Shop |
| ♣ Barkeeper | |



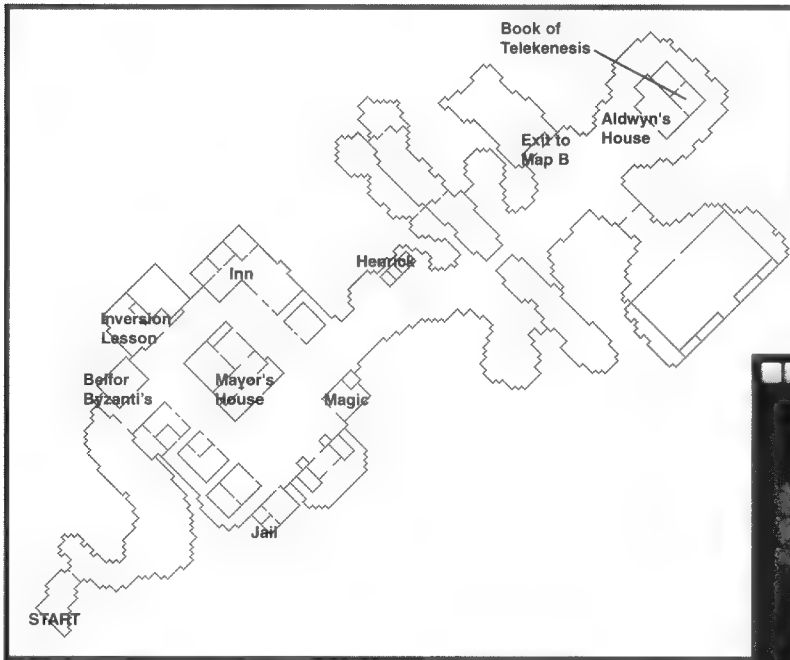


Fig. 40-1. Map A.

it. Once you invert one spell back at the apprentice, you pass the test and may leave.

Explore the town and go shopping.

Search the other houses on the western edge of town for gold and supplies.



Fig. 40-2. Acquire and master the mighty Inversion spell.

WALKTHROUGH

As you exit the abandoned mine, proceed east toward Ix and meet with the Airship Captain. March to Ix's western gate and talk to the guards. Aldwyn, they say, is looking for you. Head inside.

Your first stop should be the Inversion Lesson just west of the front gate. Enter the northern gate and speak with the teacher. He will give you an Inversion spell and teach you to use it for 100 gold. Do

At the tavern, the Barkeeper has a Sturdy Cloak of Anti-Spark for sale. The magic shop has several useful spells and Scrolls—if nothing else, buy another Book of Missiles of Magic.



Fig. 40-3. Henrick sells charmed Wolves. Buy one or more to escort you on your journey.





Leave town to the east, past Henrick the Wolf Charmer. If you can afford it, buy a couple of his beasts for the adventure ahead. Continue north over the bridge, to a crossroads marked by three Mana obelisks.

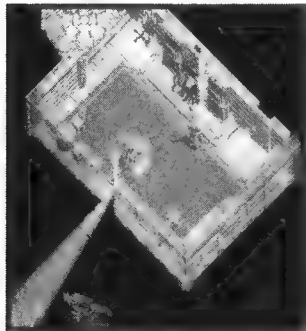


Fig. 40-4. Aldwyn's home.

Stomp north from the crossroads to Aldwyn's home and speak to the Conjuror. He gives you a key to open the Temple of

Ix. Pick up a Book of Telekinesis from Aldwyn's study and check out the rest of his house for supplies.



Fig. 40-5. The Gate to the Temple of Ix.

Leave Aldwyn's home to the west and go north at the Mana obelisks to reach the gate to the Temple of Ix. It opens if you have the key.

Hike north through the Temple gates. The path is patrolled by a White Wolf and terminates at the opening to a cavern.

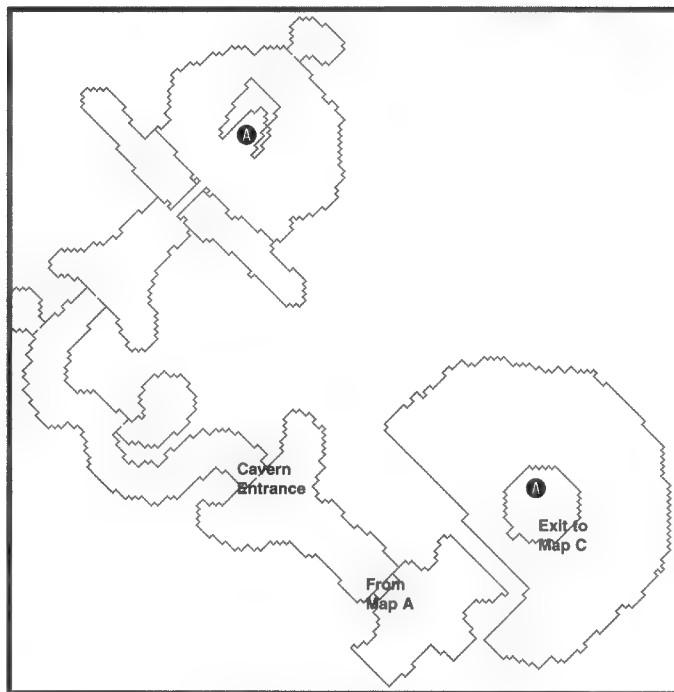


Fig. 40-6. Map B.

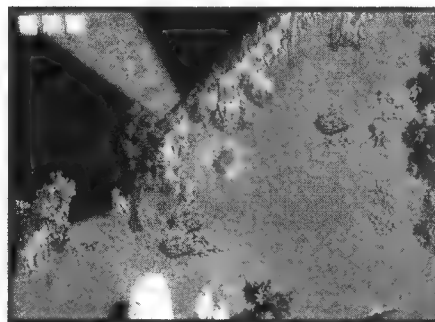


Fig. 40-7. This cavern leads to the main Temple entrance.

Follow the cavern north. A Grizzly wanders out of its den from the





southeast. Enter the den to fight a second Grizzly. Mighty Leather Boots and steaks are your reward.

As the cavern turns east, raid a Grizzly den to the north for more Meat. Follow the cavern east and exit through the doorway.

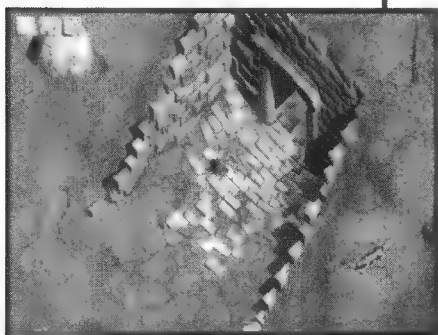


Fig. 40-8. The Temple gate.

Fight several White Wolves and behold the entrance to the Temple of Ix.

Enter the great stone doorway to the Temple and, after meeting with the priest, descend the stairs.



Fig. 40-9. Go down the stairs to find the Weirdling.

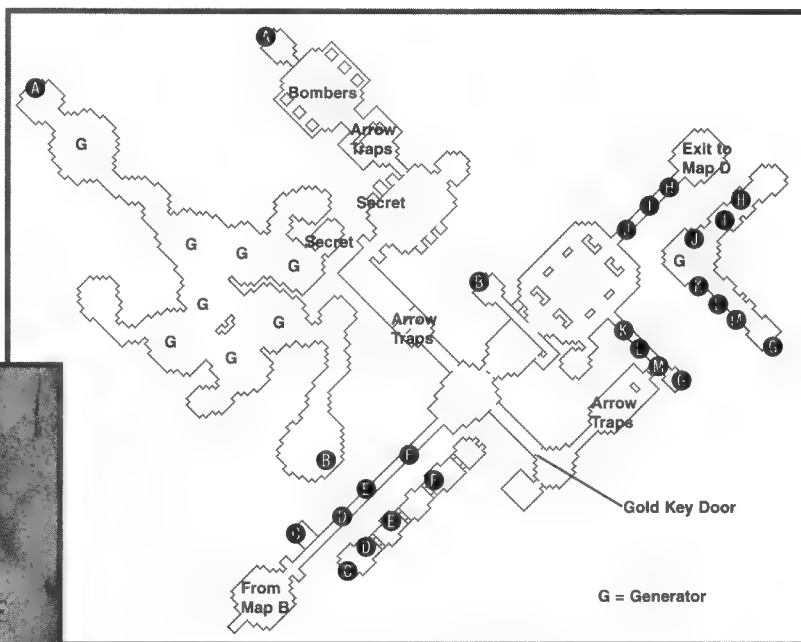


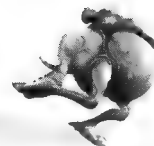
Fig. 40-10. Map C.



Fig. 40-11. Push the boulder to pass and expose dangerous pits.

East from the stairs, a boulder blocks the corridor ahead—cast Telekinesis to roll it down the hall. If it rolls far enough, you'll see pits in the floor that lead to an underground passage.





If you fall into these pits, you have to fight your way through Spiders and Scorpions back to an elevator in the extreme western end of the passage. Breakable walls separate the sections of the passage. There are chests of gold and potions here, but otherwise no reason to visit.

At the end of the hall, a T-intersection leads north and south. The southern hall is locked with a Gold Key.

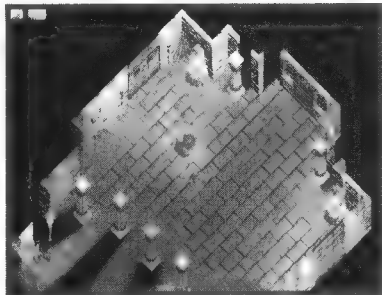


Fig. 40-12. The gold door to the south is locked, so head north.

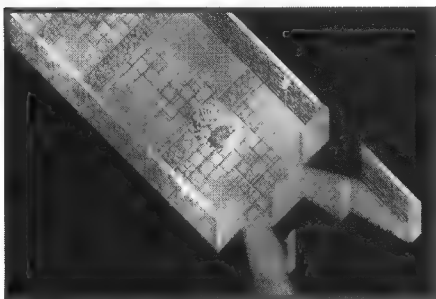
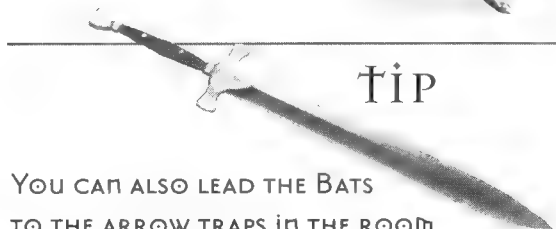


Fig. 40-13. Arrow traps come in all shapes and sizes.

Go north into an arrow trap room. In this one, arrows shoot directly toward you from the far end of the room when you depress pressure plates. Jump diagonally over each strip of pressure plates to avoid jumping over one and onto the next.

At the northern end of the room, turn east. Run around the room to gather the large swarm of Bats—Missiles of Magic and Lightning are your best defenses. A chest here yields gold.



TIP

YOU CAN ALSO LEAD THE BATS TO THE ARROW TRAPS IN THE ROOM TO THE NORTH. RUN Laterally across the triggers to shoot oncoming Bats.

SECRET AREA

The second window on the north side of the room is actually a secret passage. Walk into it and it opens to unveil a chest.



Fig. 40-14. When is a window not a window? When it's a door to a secret.

Exit the Bat room through the north door. Walk to the sides to avoid

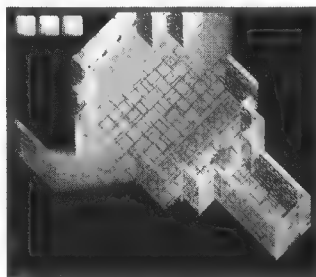


Fig. 40-15. Near the walls is safe ground.





PRIMA'S OFFICIAL STRATEGY GUIDE

the arrow trap's line of fire and cross the triggers. Go around the center of the room and continue north.

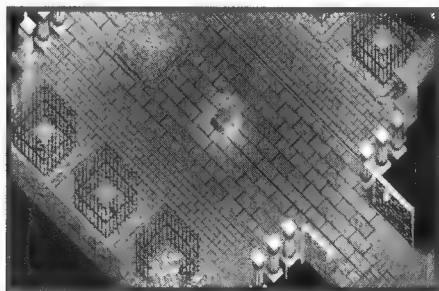


Fig. 40-16. Bombers ahoy!

Six cages along the walls contain some very hyper Bombers; if you injure any of them or pick up the Gold Key from the center of the room, the Bombers will be freed. When they're released, cast Lightning or Missiles and run around the room to make the Bombers collide with each other. If a sole survivor remains, detonate it.

When you pick up the key, the door to the north opens. Raid the chest for gold, descend on the elevator, and proceed south.

The large clearings in the middle of this cavern are monster generators. To avoid triggering them, hug the walls of each room.

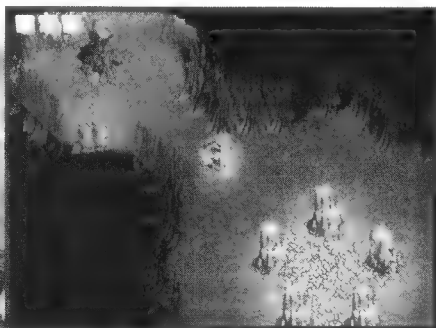


Fig. 40-17. Generators.

Here's how they work:

- ♣ Stepping into the light of a generator causes a random monster to appear.
- ♣ The generator is disabled for an interval after producing the first monster.
- ♣ When the generator glows again, stepping into the light summons a second monster.
- ♣ Once it's been activated twice, the generator produces an item (i.e. potion, gold, etc.), glows yellow, and ceases to function.
- ♣ If you activate *all* 25 generators on this level (this map and the next), you will get an extra surprise at the last one (Sturdy Staff of Collision and the Tick or a Wizard Helm of Anti-Zap and Healing).

Stay close to the eastern wall to find a Grizzly den with a Mighty Cloak of Anti-Spark. The rooms on the western wall feature a Scorpion and several prizes. Leave the room to the southeast.

SECRET AREA

On the eastern wall, look for a boulder blocking a passage. Roll it aside to find a chest of gold and a Mana Potion.



Fig. 40-18. Roll the boulder aside to find a secret.



Fig. 40-19. *The west wall is false. Pass through it to continue.*

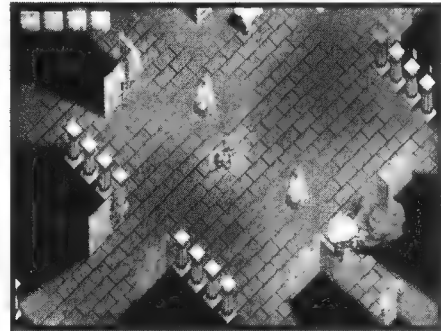


Fig. 40-20. *Two Beholders require considerable care and well-timed Counterspell or Inversion.*

Two giant Scorpions patrol an elevator. Ride it up and advance south to a U-turn. A chest here contains a Mighty Wizard Helm of Anti-Shock. Walk toward the western wall of the room (it rises as you approach) and head south to the Gold Key door. Inspect the room to the west and hike east through an arrow trap room. Jump over the triggers and exit east.

Turn north and push the boulder down the hall (or smash it) to expose pits. The passage below is populated by Spiders and a Grizzly—if you fall in the pits, look for an elevator to the south that rises to the start of the pit hall.

The pit hall empties into a large room with two Beholders. These grotesqueries cast Shock,

Slow, and Energy Bolt. Your best strategy is to hide behind pillars and pummel the Beholders with a Missiles of Magic. Use Inversion to reflect Slow spells and counter with Fireballs and Lightning. Don't let them touch you when they are charged with Shock. A small room in the southwest corner merits inspection.

Exit east and move the boulder with Telekinesis. Jump over pits (they lead to the same lower cavern as the last pits) and crack open the chests (one has a Beholder Beast Scroll). Drop into the pit at the far end of the hall.

Follow the passageway north, east, and north again, inspecting the rooms off the hall. The room to the north is protected with several arrow traps. Running jumps over the plates bring you to the northern exit and a square room.

Another pair of Beholders try to work you over in this confined area.



IF YOU'VE TAKEN ON THE TASK OF TOUCHING ALL 25 GENERATORS, YOU'LL NEED TO DROP INTO THESE PITS TO FIND ANOTHER ONE.



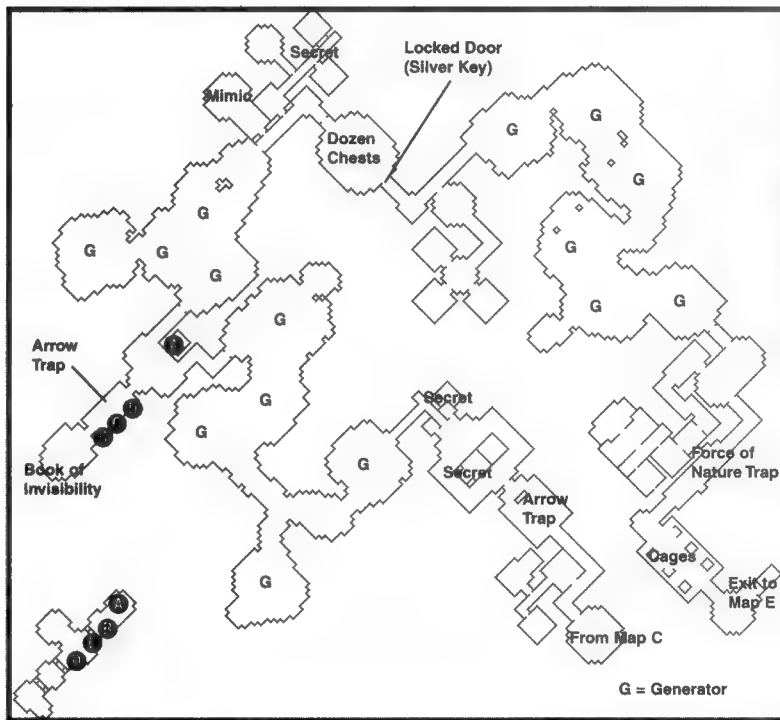


Fig. 40-21. Map D.

SECRET AREA

Crack open the west wall of the center of the Beholder room to snatch a Fireball Staff and gold.

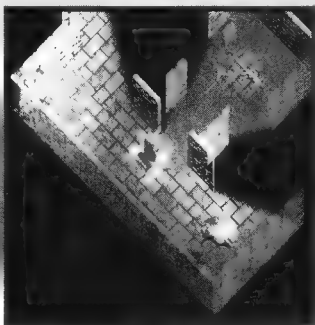


Fig. 40-22. This wall breaks to show a secret.

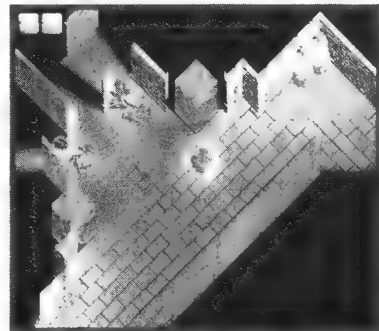


Fig. 40-23. This switch opens the way and reveals Scorpions.

Pull a switch near the northern door to move aside three stone blocks and release two Scorpions; dice them and persevere north and west.

SECRET AREA

After moving the stone blocks, enter the small alcove to the east and break the wall to find a Secret Area full of gold.

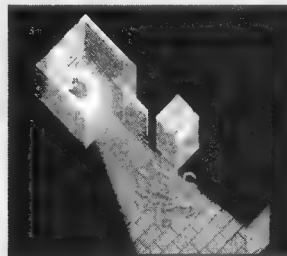
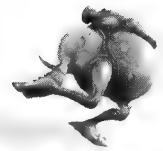


Fig. 40-24. This alcove leads to riches.

As you move west, a block advances to push you down the hall into a wall of blue flame. Jump the Mana-draining fire and land in another room full of generators. Polyps line the walls—jump over them to keep from



triggering the generators.

A Beholder patrols the north side of this room; be very careful if you want to fight the Beholder and avoid the generators.

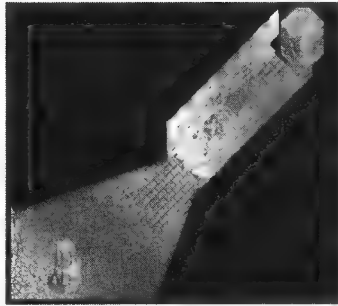


Fig. 40-25. *When the blocks start to advance, run and leap over the fire.*

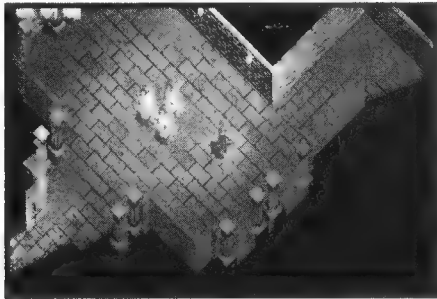


Fig. 40-26. *Visit the rooms to the west of this landmark.*

Detour west at a trio of Mana obelisks and jump over the arrow traps. Stay off the brown plates near the walls; they're unstable and stepping on them will drop you into a lower cavern. Move into the western end of the hall and open a chest for a Book of Invisibility. If you fall, break walls to find treasure, a Scorpion, and an elevator.

Return to the trio of Mana obelisks and push on into the passage leading east to another large generator room. Deflate two Beholders. The room to the northwest has a Beholder, a Scorpion, another generator, and a chest of gold. Hug the northern wall and exit the room to the east.

Enter the first room to the north. One of the chests in this room is a Mimic. Hold your cursor over the chests to determine which is real—if the cursor turns to a red circle, you've found a Mimic. The authentic chest has a Mimic Beast Scroll. Stay far from the faux chest if you don't want to fight the Mimic.

Return to the hall and check the second room to the north for a crate with a Fireball Staff.

Turn east to a boulder blocking a small side hallway. Break the boulder. The rooms contain some provisions and a Scorpion.

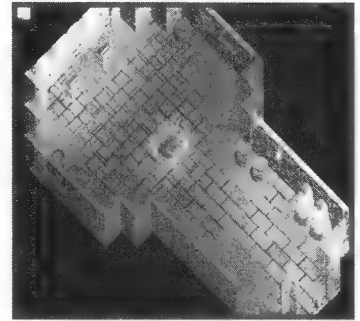


Fig. 40-27. *Unmasking the imposter.*

SECRET AREA

At the end of the narrow hallway, destroy the north wall to expose a Secret Area.



Fig. 40-28. *There's one more room on this little hall.*



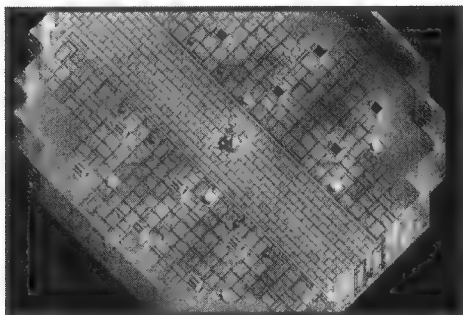


Fig. 40-29. *What's real and what's illusion? Let your cursor be your guide.*

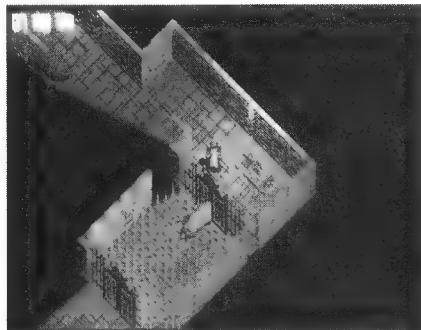


Fig. 40-31. *Pull this switch to lower the spikes.*

Return to the main hall and shamble east and south through a door. This large room contains twelve chests; two are Mimics. Others have potions, food, and a Silver Key. Point your cursor to identify the Mimics.

Open the door to the south and follow the hall east. Detour into the first room to the south. Jump over the arrow trap to face three doorways: you will find a Grizzly, gold, a Scorpion, a Mighty Wizard's Robe of Polyp's Bane, Cave Spiders, and a potion.

Return to the main hall and trudge east to the final generator room. Beware Polyps, disguised Mimics, and several Beholders, and leave via the southern door.

In this intersection room, doors lead north and south.

Go north to a switch that lowers a bed of spikes. Pass through the gates to a small room. A Grizzly Bear and several stashes of provisions lay behind the door to the north.



TIP

YOU CAN LEAD THE BEAR
OUT OF THE NORTH ROOM AND
OVER THE SPIKE TRAP.

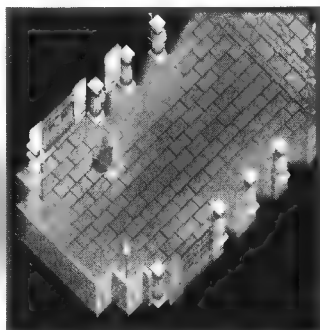


Fig. 40-30. *An intersection of note below the last generator room.*

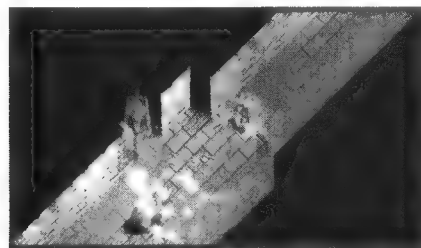
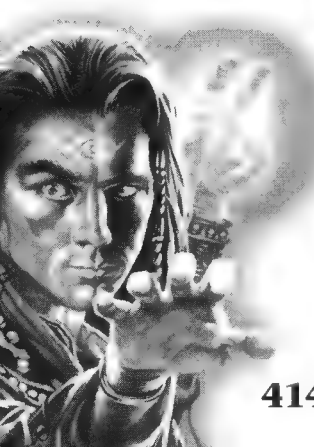


Fig. 40-32. *A powerful Grizzly feels the wrath of the Force of Nature.*



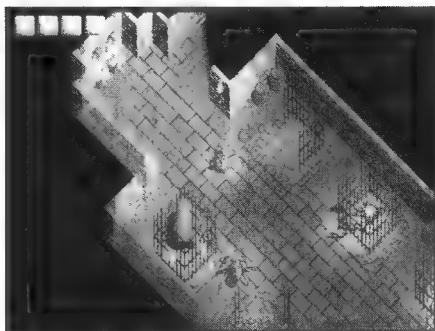


Fig. 40-33. This menagerie is as dangerous as you choose to make it.

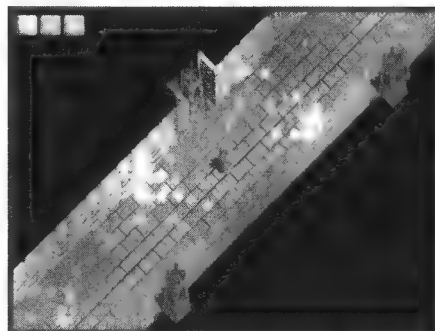


Fig. 40-35. Another Force of Nature trap.

Return to the intersection room and go south. As the corridor turns west, you meet the Force of Nature trap. Time your advance to stay between two Force of Nature balls to reach the far end of the hall.

Turn south to a room with six cages and one animal wandering free. If you attack the free animal or any of the caged ones, all the animals will be released. Smash the barrels for food (but don't let any injured animals eat it). Go through the doors to the south.

Trek east and north. A purple light is cast on the northern wall from another Force of Nature trap that pulsates to the east. Navigate the hall, walking between the balls. At the end of the hall, go south and through a door.

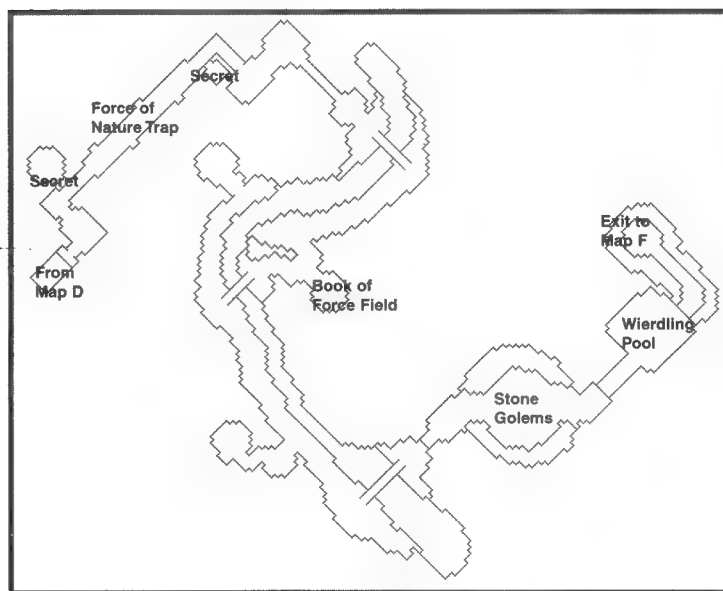


Fig. 40-34. Map E.





SECRET AREAS

At the east end of the Force of Nature hall, approach the southern wall to open a Secret Area. Pull the switch, opening the room with the purple light. You have to return the "wrong" way down the Force of Nature hall—you will almost certainly take some damage, but it's worth it. Counterspell to break up the Force of Nature balls and make your way to the now-open secret room at the west end of the hall. The chests in that Secret Area have gold, a Red Potion and a Fireball Staff of Readiness and Replenishment.

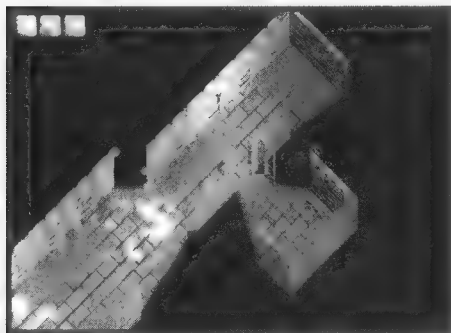


Fig. 40-36. This switch opens a Secret Area at the west end of this hall.

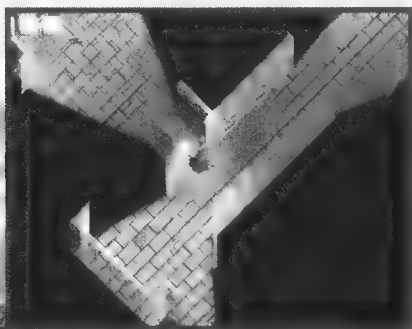


Fig. 40-37. The purple room is now accessible.



Fig. 40-38. Tangle with another Beholder between the rope bridges.

Traverse a narrow, blue-lit hall. Cross the rope bridge, turn west, and follow the river. As the path veers briefly away from the river, follow the path south and northwest, past a Beholder to another rope bridge. South of the Beholder, find another Book of Force Field.

Cross the bridge and briefly detour north-east. A Grizzly cave to the north boasts gold. Return to the second bridge and follow the river south. A small side room offers Meat.

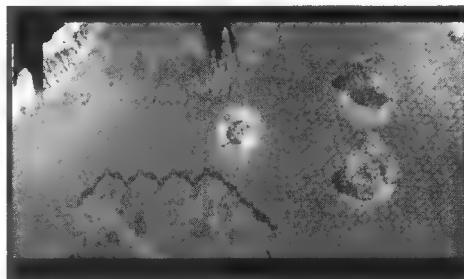


Fig. 40-39. You're not getting out of here without a pounding. Stone Golems are slow but devastating.





Cross a final bridge to the east and cautiously enter a large room into which two Stone Golems are summoned.



TIP

STONE GOLEMS ARE
IMMUNE TO ELECTRICITY.

The Golems' weakness is their crawling speed. Use your Fireball and Missiles of Magic liberally and make distance between you and the Golems by running to corners and waiting as they converge on you. Freely cast Force Field, Haste, and Invisibility on yourself. As the Golems approach, run around them to the opposite end of the room.



Fig. 40-40. Lead the Golems around to keep space between you, but don't get too close as you pass.

Fortunately, the Golems usually stick together, making them easier to fight; if they separate you're in big trouble.

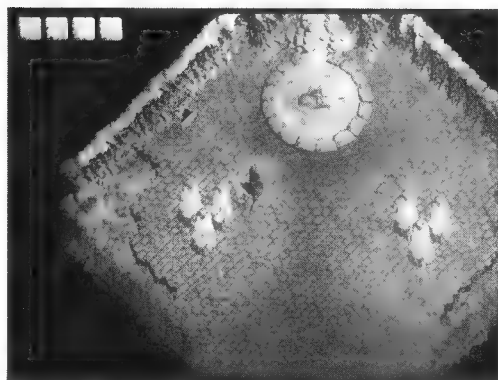


Fig. 40-41. Touch the Weirdling Pool to add this vampiric force to the Halberd.

After you win the fight, go east to the Weirdling Pool. Walk into the Pool to acquire the Weirdling, which will then open the walls to the east. Follow the path and ride the elevator to the surface.





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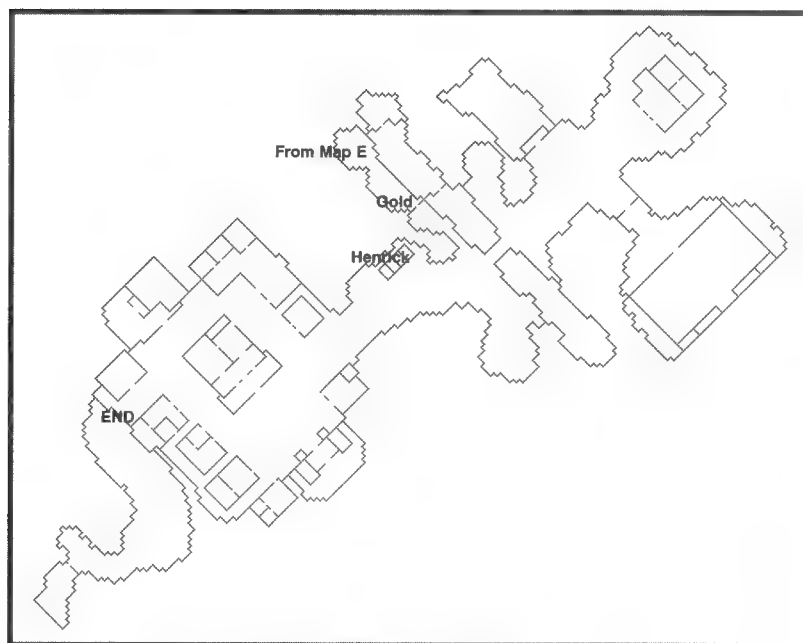


Fig. 40-42. Map F.

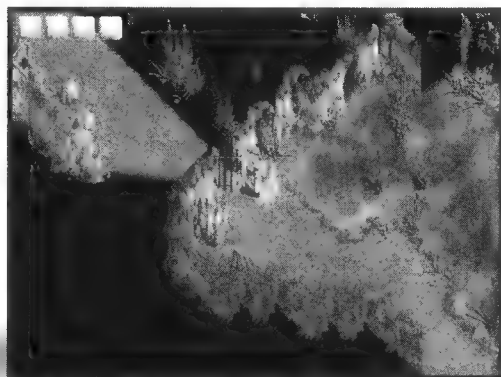


Fig. 40-43. The area should look familiar as you exit through this gate near the river.

Follow the river south and go through the gate. Turn west back toward Ix.

Go shopping in the town and sell unnecessary items. When you're ready, meet the Airship Captain at the front gate.



CHAPTER 41

EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP

INTRODUCTION

MAIN QUESTS

- ♣ Find Mordwyn's House in the swamp.
- ♣ Find the Ogre Outpost.
- ♣ Find the entrance to the Land of the Dead.

SUB-QUESTS

- ♣ Rescue Aidan the Wizard from the Ogre Outpost.
- ♣ Save Cain the Conjurer in the wastelands before he is killed by Wolves.

ENEMIES

- | | |
|---------------------|---------------------|
| ♣ Black Wolf | ♣ Shade |
| ♣ Carnivorous Plant | ♣ Skeleton |
| ♣ Dryad | ♣ Skeleton Lord |
| ♣ Ghost | ♣ Small Cave Spider |
| ♣ Giant Leech | ♣ Small Spider |
| ♣ Lich | ♣ Spider |
| ♣ Mimic | ♣ Spitting Spider |
| ♣ Necromancer | ♣ Vile Zombie |
| ♣ Ogre | ♣ Wasp |
| ♣ Ogre Lord | ♣ Will O' Wisp |
| ♣ Ogress | ♣ Zombie |
| ♣ Polyp | |
| ♣ Scorpion | |





QUEST AND CONTINUATION ITEMS

- ♣ Gold Key
- ♣ Silver Key
- ♣ Ruby Key

SECRET AREAS

- ♣ 15

SHOPS

- ♣ Byzanti's Bog Shop
- ♣ Motoc
- ♣ Loproc

WALKTHROUGH

After your briefing by the Airship Captain, trek to the northwest. The path is populated by Spiders, Polyps, Wasps, and Carnivorous Plants.

TIP

CAST BURN ON
CARNIVOROUS PLANTS.

Across from the second Carnivorous Plant, a path leads southwest. Break the Wasp's Nest for a Mighty Wizard's Robe of Cure Wounds and the Wasp's Bane, and a few more Wasps.

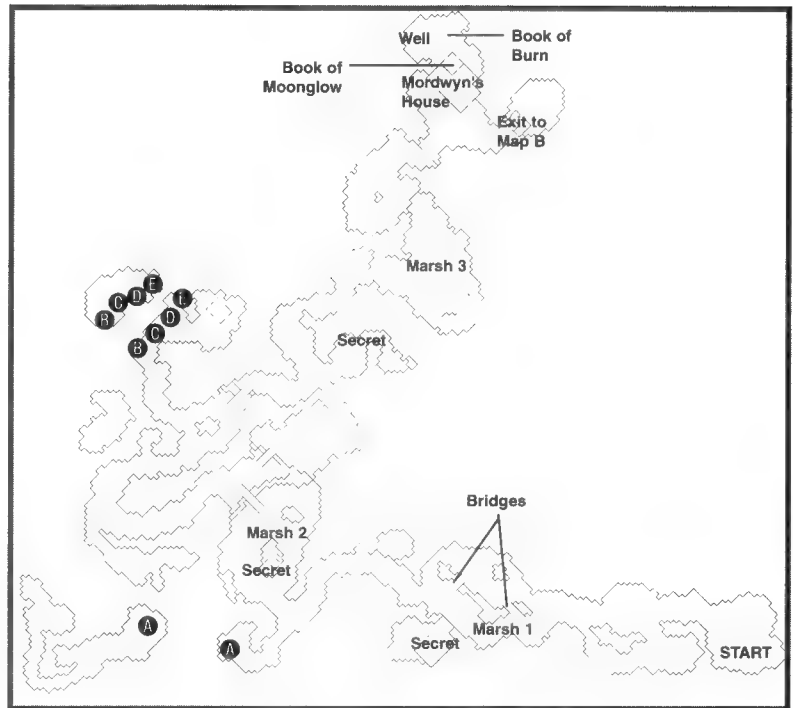


Fig. 41-1. Map A.

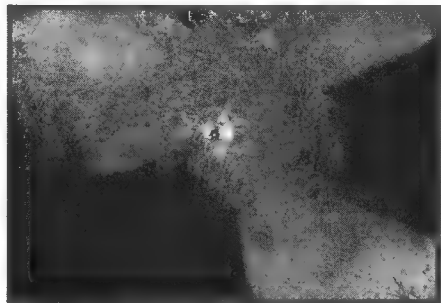


Fig. 41-2. Note this side path but beware its sting.

Return to the main drag and trudge northwest to Marsh 1, from which a footbridge leads north. Here, peering into the dark, you spy your first Shade; let's hope you spotted him before he took a chunk out of you. Take the other footbridge west to return to the path.

CHAPTER 41 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP

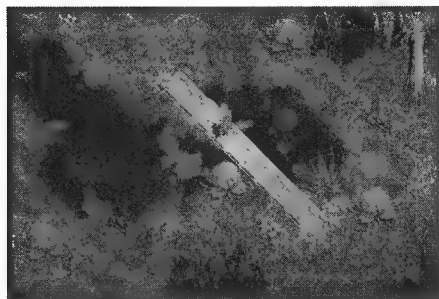


Fig. 41-3. See the Shade? It's probably too late.

SECRET AREA

Directly west of the second footbridge, cast Fireball at the Polyps by the wall. Wait for the gas to clear and go through the rubble of the broken wall to find a cabin in a Secret Area. A Ghost and some provisions are your reward.

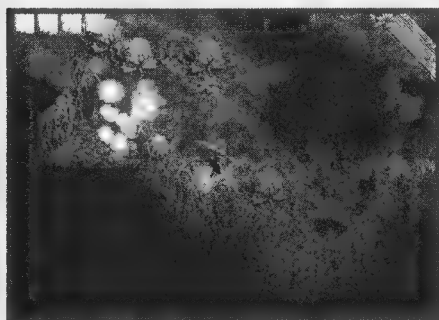


Fig. 41-4. You'll need to do a little gardening before getting to this secret.

When the path narrows, torch a Vile Zombie as more of his kind burst out of a wall to the east. Explore their lair for provisions and a Sturdy Staff of Stunning.

Continue along the trail for more Zombies until the path splits west and north. Go west to find a Will O' Wisp.



TIP

WILL O' WISPS ARE NOT YOUR FRIENDS. ALTHOUGH THEY WON'T ATTACK ON THEIR OWN INITIATIVE, YOU MIGHT WANT TO SNUFF THEM FOR THE EXPERIENCE. WITH THEIR ELECTRICAL ATTACKS (LOTS OF SHOCK DAMAGE), HOWEVER, SUCH DARING IS COSTLY.

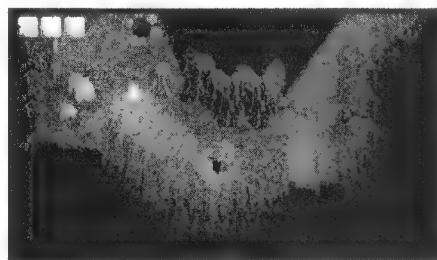


Fig. 41-5. Never trust a glowing ball of light.

The Will O' Wisp leads you to an elevator. Take it down to an area full of Leeches and Spitting Spiders. A chest at the far northern end of the area sports a Will O' Wisp Beast Scroll and a Mighty Wizard's Helm of the Stars. Return to the elevator and back to the intersection.



TIP

THE LIGHT EMITTING FROM THIS HELMET REALLY HELPS IN SPOTTING SHADES.





Take the north path from the intersection. Vile Zombies block your way to Marsh 2.

SECRET AREA

Look for a Carnivorous Plant; south of it, next to an obelisk, the east wall of the marsh's central structure breaks to reveal a Zombie room with gifts from the undead.



Fig. 41-6. *The Carnivorous Plant is your first landmark for this secret.*

A wooden bridge leads east and a subsequent one goes immediately east again to a shack. First, however, you battle your first Dryad. Counterspell to disrupt the Dryad's spell casting. Your prize for this skirmish is a

Carnivorous Plant Beast Scroll. Inside the nearby shack, score a Zombie Beast Scroll.

Will O' Wisps and Shades make this path slow and dangerous going. The path splits; take the brief detour to the southwest. A Shade protects a Sulphurous Shower Staff. Look for a



TIP

TO CONSERVE YOUR MANA, USE THIS TRICK TO HANDLE ZOMBIES: KNOCK THEM OUT WITH YOUR STAFF AND THEN TORCH THE BODIES WITH BURN.

tree stump with a Shade Beast Scroll. Return to the split and go northeast.

As you fight the Carnivorous Plants and Wasps, watch for crumbling floor sections. If you drop into the pit below, you'll have to fight Polyyps, Carnivorous Plants, Leeches, and Vile Zombies to find the elevator back to the surface.

Persevere northeast. Keep a sharp eye out for a Staff of Force (near a dead body) guarded by Spiders.

Near a Will O' Wisp, the path splits; take the side path leading north.

Watch again for crumbling floor tiles. In addition to the usual horrors waiting below, you can look forward to floor spikes. An elevator leads back to the surface.



Fig. 41-7. *Unstable floors lead to a small underground area.*

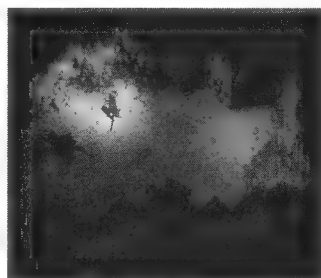
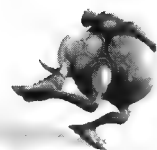


Fig. 41-8. *He won't be needing this staff anymore.*



CHAPTER 41 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



Break a nearby Wasp's Nest for a Sturdy Cloak of the Spider's Bane and continue to a shack to the east. You can clear the room by attacking through the window and then enter from the east for provisions.

Return to the split and resume the march east. Go across a foot bridge. As the path turns north, a side room of Zombies, Vile Zombies, and Carnivorous Plants leads off to the east. Return to the path to continue north.

SECRET AREA

In the side room, blow up the Polyyps on the east wall and punch through to find a Secret Area. When you approach the chest inside, Zombies burst from the wall. The chest contains a Mighty Cloak of Cure Wounds and the Wasp's Bane.

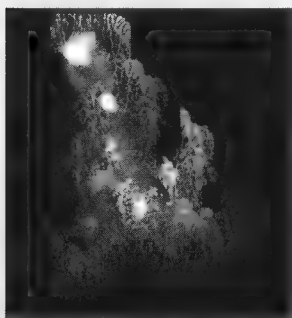


Fig. 41-9. *Zombies protect this particular secret.*

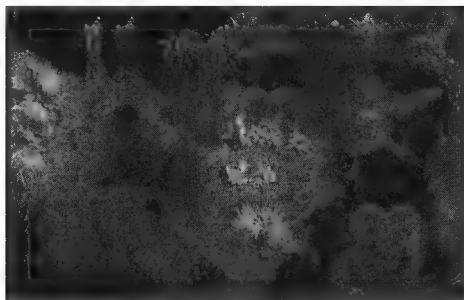


Fig. 41-10. *Carnivorous Plants seal you in against these agile magic users.*

The northern path winds east past several Carnivorous Plants to Marsh 3. As you turn to the southeast, a wall of Carnivorous Plants arises behind you, hemming you in for a fight with two Dryads. Cast Energy Bolt, Lightning, and Counterspell. The dying Dryad drops a Book of Confuse.



Fig. 41-11. *Mordwyn's House.*

Proceed north and weed out the Carnivorous Plant wall. As the path turns east, go through an iron gate to Mordwyn's House. Talk to him. Follow him inside and talk to him again and he'll bring you a Divine Cloak of the Scorpion's Bane and Anti-Zap and Divine Leather Boots of the Wind. Ransack his bedroom for a Book of Moonglow.

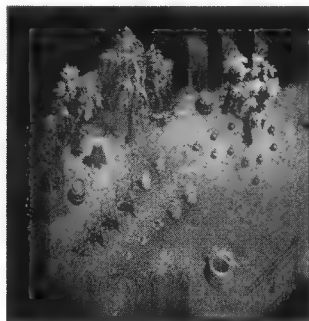


Fig. 41-12. *Mordwyn has a lovely backyard for a swamp dweller.*



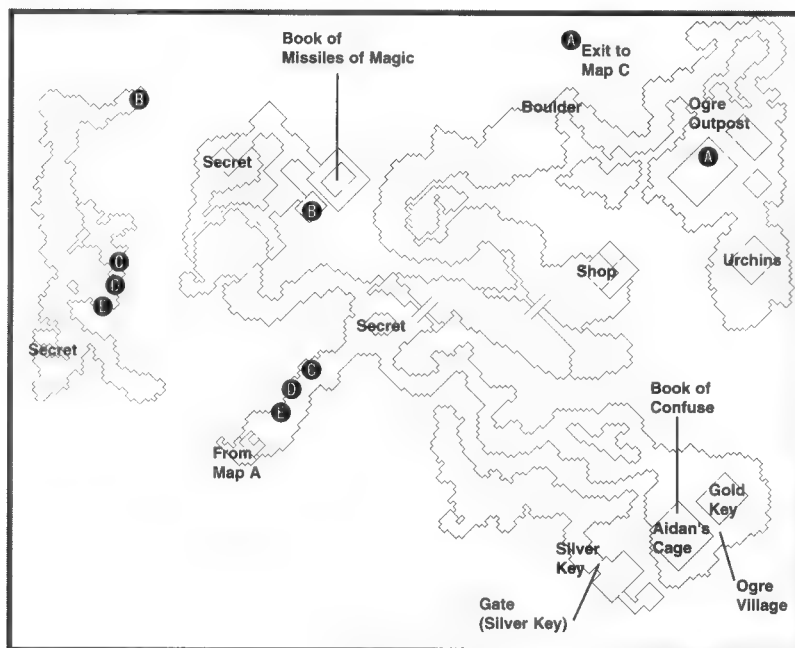


Fig. 41-13. Map B.

SECRET AREA

Behind the Carnivorous Plant at the crossroads, break the wall to find a Secret Area with a Dryad and a Green Potion.

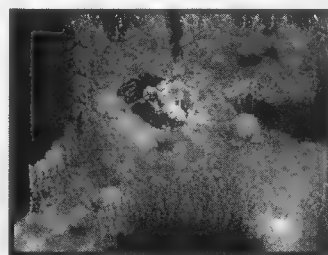


Fig. 41-14. After the Carnivorous Plant has wilted, open up this rock to find what's inside.

Face the east wall of Mordwyn's House (next to the desk) and a hidden wall will lift, admitting you to the backyard. Partake of Mordwyn's Apples, the Well of Restoration and a Book of Burn. Return to the cabin.

Depart through the front door, go south past the windmill, then east through the door to the shed.

Watch your step over a long stretch of crumbling floor. A vigilant eye and well-planned jumps will get you across without a scratch.

Approach a four-way intersection where a Carnivorous Plant has taken root. This is the main crossroad.

Walk confidently up the northern path from the crossroads. Will O' Wisps, Carnivorous Plants, and Shades complicate your journey.

Farther up the path, an iron gate leads north to a graveyard. Step into the small alcove. Return to the crossroads unless you notice something strange.



Fig. 41-15. Step into this alcove but expect a little surprise.

SECRET AREA

Technically, the crypt is a Secret Area. It is, however, so large and so useful that we'll treat it here as part of the walkthrough.



CHAPTER 41 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



Entering the small alcove near the graveyard drops the wall that seals off the north and east. After the initial rush of the undead, you will see two entrances to this crypt, a Secret Area.

There are three ways to get into the crypt:

1. You can fall down through the breakable floors at the start of this map, fight your way through, and take the elevator into the crypt.
2. You can enter it via the front door (east from the alcove).
3. You can enter to the north through the back door (marked by two stone obelisks) past Ghosts and Vile Zombies.

For the sake of clarity, let's go through the back door. The chest immediately inside holds Mighty Wizard's Robe of Anti-Zap. Break the wall to the east to proceed, but watch out for Wizard traps.

Push through the gate and go south at the corner. At the first intersection, go west to a big sarcophagus.



Fig. 41-16. *Wonder where those undead came from? Stepping into this clearing was the cause.*

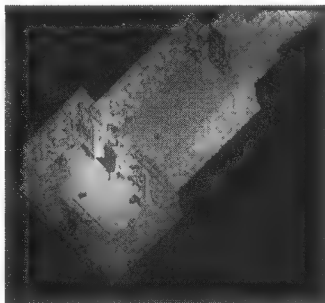


Fig. 41-17. *Break this wall to get to the rest of the crypt.*

Open it for gold and a Triple Fireball Staff.

Return to the intersection and go south through a gate to a fenced-in sarcophagus. When you approach it, the room's doors seal and a

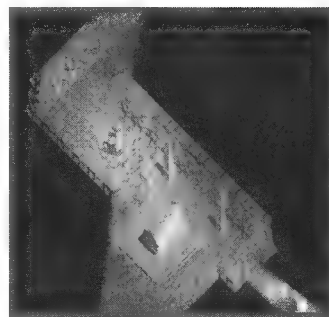


Fig. 41-18. *The big sarcophagus is a good landmark and holds some fantastic prizes.*

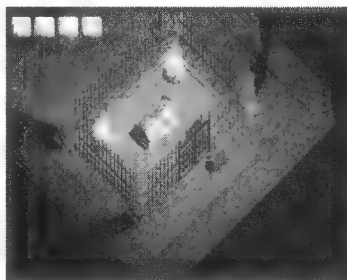


Fig. 41-19. *If you don't approach this sarcophagus, you won't have to fight a Necromancer.*

Necromancer arrives to punish you. When you've won, the doors unlock.

Return to the big sarcophagus and go through the gate to the south to an elevator.

Downstairs, Spitting Spiders greet you and as you plow west and south, Skeletons, Zombies,

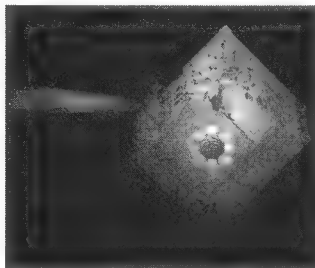


Fig. 41-20. *An elevator lets you explore the pits beneath the swamp.*





PRIMA'S OFFICIAL STRATEGY GUIDE

TIP

IF YOU OPEN THE GATED DOOR TO THE SARCOPHAGUS CAREFULLY, YOU CAN CLAIM THE BOOTY (BOOK OF MISSILES OF MAGIC AND A LIGHTNING STAFF) WITHOUT TRIGGERING THE NECROMANCER.

Carnivorous Plants, and Skeleton Lords demand your attention.

As you pass a field of spikes, a wall to the east opens to release a batch of Zombies. Jump over the spikes, burn the Zombies, and search their den.

Press on down the main path until it splits south and southwest. Go southwest, explore, and return to the split.

SECRET AREA

As the southwest path curls north, crack open the wall for a Secret Area. Take home a Mighty Wizard's Helm of Healing, a large bag of gold, and a Mighty Staff of Dazing.

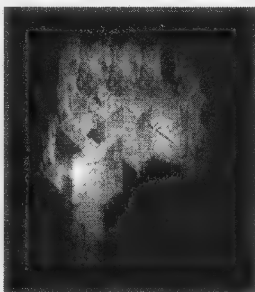


Fig. 41-21. Crack the wall for this secret.

Take the path south to a chest with potions and a Vile Zombie Beast Scroll.

Turn to the elevator and go back to the crossroads.

This time, follow the southern path from the crossroads. Just after it turns west, note several sections of crumbling floor. Fall through it.

Leeches and Carnivorous Plants decorate this tunnel. Look carefully for a western alcove full of Polyps and Carnivorous Plants; clear the way and open a chest with a Fireball Staff of Replenishment.

Continue through the tunnel east and open a door to the south. You'll have to beat an Ogre Lord for the Silver Key to the elevator.

Ride the elevator up to a hut full of Ogre Lords and Ogresses. Draw them outside to fight, and return to pillage a chest for a Gold Key. Leave the hut.

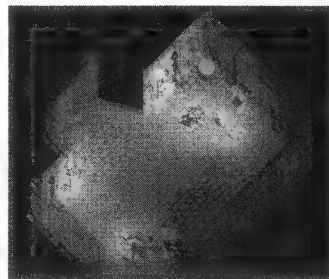
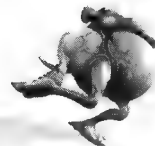


Fig. 41-22. Surprise! No, don't get up.



Fig. 41-23. Aidan will assist you if you free him.



Go to the pen to the east and talk to Aidan. Release him with the Gold Key and he gives you a Book of Confuse. This Wizard also agrees to escort you to the Ogre Outpost.

Leave the Ogre village via the northern path.



CAUTION

WALK VERY CAREFULLY AMONG THE CRUMBLING FLOORS WHEN YOU HAVE AIDAN IN TOW. IF YOU TAKE MORE THAN A COUPLE OF STEPS AT A TIME, HE'LL BUMBLE ONTO A COLLAPSING TILE AND YOU'LL HAVE TO GO AFTER HIM.

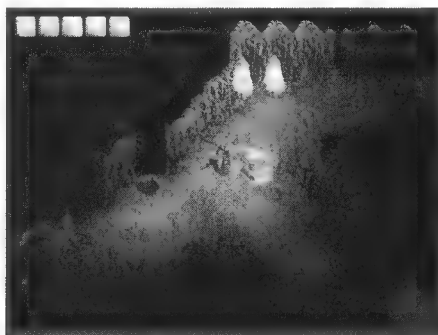


Fig. 41-24. Don't let Aidan get too far away or he'll fall.

When the path splits, take the north leg—there are fewer crumbling tiles. Continue back to the crossroads.

Begin the journey east from the crossroads. Cross two foot bridges to arrive at Byzanti's Bog Shop. His prices are outrageous but his Buy Factor is the best in Nox. Several robes and Staves are drool-worthy. Buy books for any spells not at full level; the Book of Dispel



Fig. 41-25. The Bog Shop is one of the final three shops you will see.

Undead is a *must have*. Repair anything of value.

Explore the shop's back room for chests but watch out for Wizard traps.

Resume your path as it turns north and fight a Dryad. Zombies suddenly converge from all directions. Torch them (or Dispel Undead) and proceed along the main route.

SECRET AREA

The area from which the Zombies emerge contains a Fireball Staff in a small back chamber.

Stay on the path and duel with a Necromancer, Wasps, Carnivorous Plants, and Will O' Wisps. Break the Wasp's Nest for a Mighty Staff of the Wasp.

The path ends at a boulder; push it away to proceed.



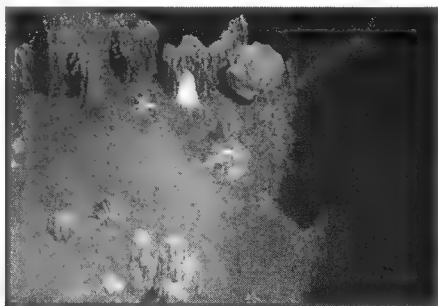


Fig. 41-26. *Roll the rock aside to find your way.*

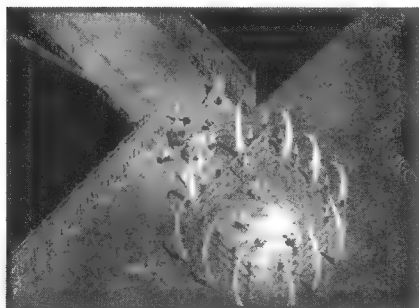


Fig. 41-27. *Rush to free this helpful band of Urchins.*

As you reach the gate to the Ogre Outpost, Aidan stops and bids you farewell. The camp is manned (or "Ogred") by Ogre Lords and Ogres. Make a beeline

for the southern end of the camp. Release the pen full of Urchins and an Urchin



Shaman and they'll do much of the Ogre killing for you.

Search the three Outpost buildings for a Sulphurous Flare Staff, food, and gold. The largest building contains an elevator. Take it down and exit through the southern door.

You approach two Ogresses from behind. Get the drop on them and go south (a crate holds a Flimsy Staff of Bewilderment and Confusion). Head out of the room via the eastern door. Gut the Ogre to the north and head south down the hall.

The first door to the west leads to the kennels (Black Wolves and lots of food) and the second door takes you to a room with powder kegs and Spiders.

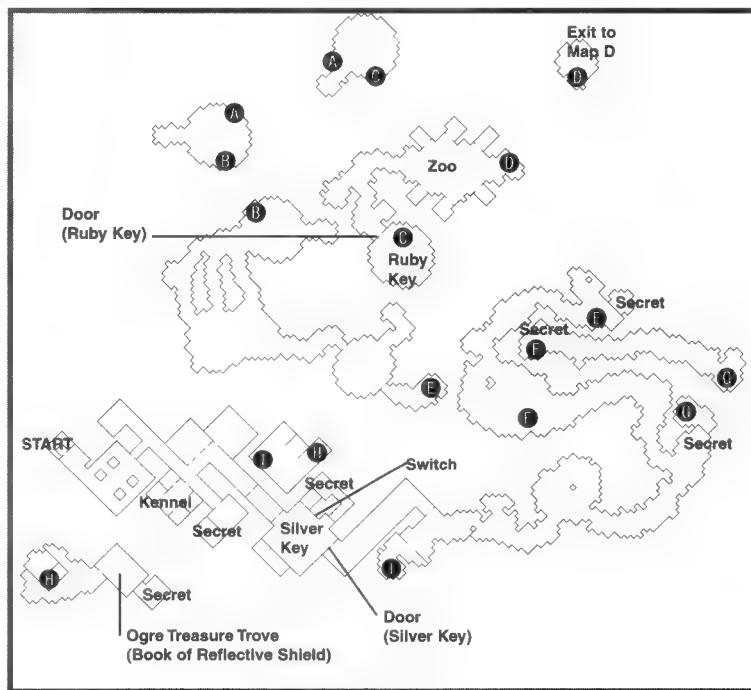
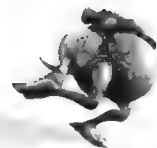


Fig. 41-28. *Map C.*



SECRET AREA

From outside the room (but with the door ajar), shoot the powder kegs to blow open the wall to the south for a Secret Area.

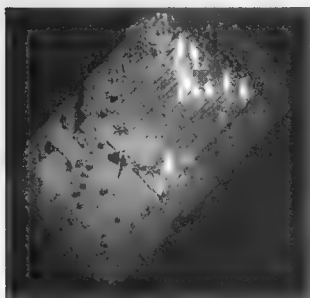


Fig. 41-29.
Come in after the smoke clears to see your secret.



Fig. 41-30. *Snipe through the windows to make your job easier.*

Go back to the hall and take the passage east. The door to the north leads to some Ogre Lords (you can snipe through the window to soften them up) and a Ogre Lord Beast Scroll. The room to the east has a Lightning Staff of Replenishment.

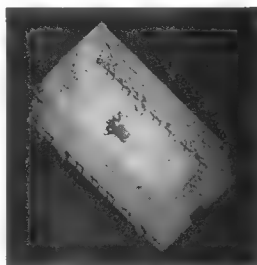


Fig. 41-31. *Step off the plate inside the door and run to the opposite side of the room.*

Return to the hall and travel south through the door. As you enter, you step on a pressure plate. Step off of it to temporarily lower the spikes and unlock the door to the south. Run!

SECRET AREA

As soon as you enter, ignore the Ogre and Ogre Lord and run to the northeast corner of the next room while the blocks rearrange. Shatter the east wall of the alcove to find a Secret Area. This back hall contains a chest with a Titan Wizard's Helm of the Stars. Follow the hall south and east to return to the room.

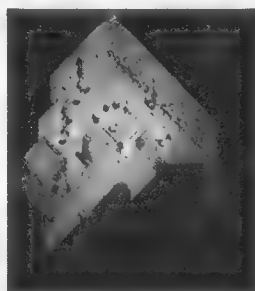


Fig. 41-32.
Timing is important but having an escape route is even more so.

As you enter the next room, the door locks behind you and the block walls begin to rearrange. First, focus on the Ogre and the Ogre Lord. Next, search the room for a Silver Key to open the door to the south.

When you pass through the silver door, deal first with the Bats. Next, navigate between the floor spikes and the spike columns to reach





TIP

THE SWITCH ON THE WALL OPENS THE DOOR TO THE NORTH SHOULD YOU WISH TO RETURN OR RESET THE BLOCKS.

the east end of the hall.

Go south through the double doors and dispatch the Ogre Lord and the Ogress. Note that doors go southeast and west from this intersection.

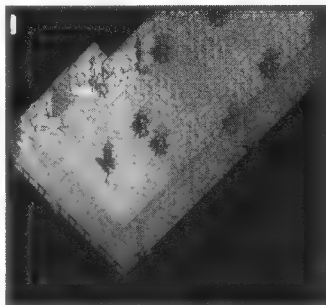


Fig. 41-33. A very spiky room is even scarier than it looks.



Fig. 41-34. First, go through the iron gate.

Take the route through the iron gates to the west and go down the elevator.



Fig. 41-35. You've got to get out of here. Shoot the switch.

Perforate the Ogre Lord, clip the Bats' wings, and raid a barrel for Sturdy Leather Boots of Healing.

Take the elevator down into a cage surrounded by Ogre Lords, Bats, Black Wolves, and Ogres. The gate (south) is locked. You may either hack open the bars on the other sides or shoot a fireball at the red button on the wall to open the gate. Once outside, go through the east door to the Ogre treasure trove.

Search for gold, a Book of Reflective Shield, and Flimsy Staves.

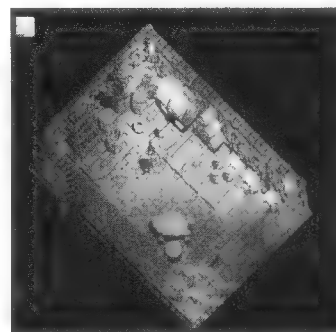


Fig. 41-36. These Ogres know how to live.



SECRET AREA

Smash the south wall of the treasure trove to find a Secret Area. A chest contains gold and a Triple Fireball Staff.

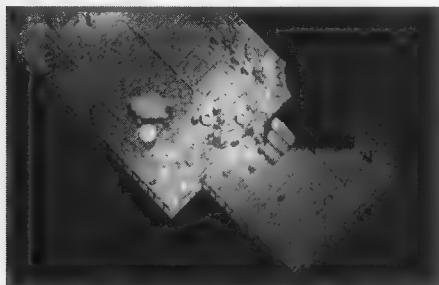


Fig. 41-37. *Treasure not enough for you? How about secret treasure.*

Retrace your steps to the intersection. Go south-east through double doors and into a narrow cavern. Follow the corridor past Scorpions and Bats. Stay on the trail as it winds north.

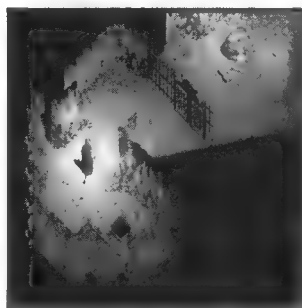


Fig. 41-38. *Now go the other way from this intersection.*

SECRET AREA

As the main trail turns north, a small alcove leads off to the east. Blow the wall open to find a Secret Area with an elevator. Ride it up. Battle a Scorpion and drop through the hole at the far end of the room to return to the main path.

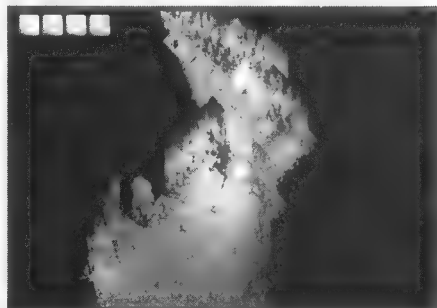


Fig. 41-39. *A good shortcut to stay above the fray.*

SECRET AREA

Near the end of the other Secret Area, break the north wall by the pit to find a chest.

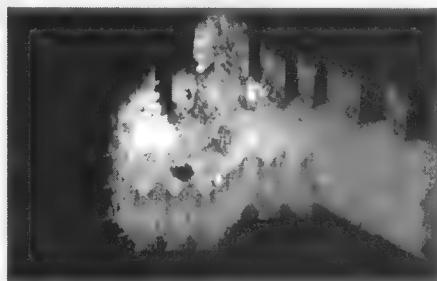


Fig. 41-40. *A secret within a secret.*

The chest in the middle of the next room is a Mimic.

Move the boulder aside and march north through a swarm of Bats. Watch out for crumbling floors (you don't want to fall) and go to the end of the pass near an elevator.





SECRET AREA

Near the elevator, smash the eastern wall for a Secret Area.

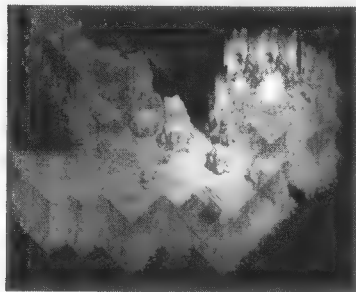


Fig. 41-41.
There are no small secrets.

Fall down the hole, fight a Scorpion, and go through the north door to meet a Mimic. Spikes emerge from the floor in groups, moving counterclockwise around the room. You can

shut off the spikes with a switch in the room to the east and fight the Mimic straight up or you can get it to chase you around the room counterclockwise until the spikes kill it.

Leave via the door to the north to find another faux chest.

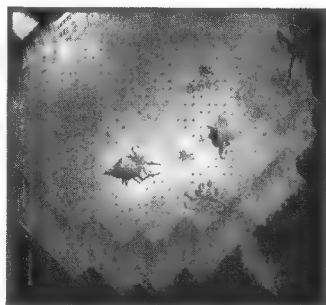


Fig. 41-42. *Ring Around the Mimic!*

All three paths lead the same place, but the one to the west has barrels with goodies.



Fig. 41-43. *Think before you enter.*

Pause as you enter this circular room with crumbling floors. If you bumble straight in, you will plummet to the ground below. If you do it right, however, there's good stuff to gain.

First, look carefully for a solid path across the floor to the southern alcove—stay near the walls.

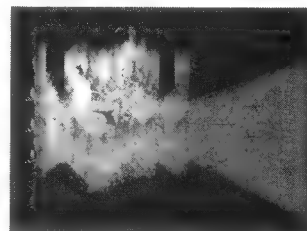


Fig. 41-44. *Top floor.*



Fig. 41-45. *Second Floor.*

The chest here holds a Grand Staff of Force. Step on the teleporter to drop to the alcove on the next lower level and *quickly* step off.



CHAPTER 41 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP

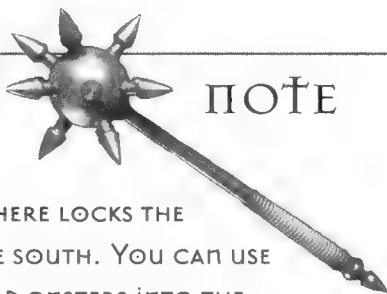


The chest here holds a Sturdy Wizard's Robe of Greater Healing. Step on the teleporter to drop to the alcove on the next lower level and *quickly step off*.

The chest on this third level holds a Mana Potion. Step onto the crumbling floor and fall to the bottom. A Mimic and a Scorpion surround a chest that holds a Ruby Key. With the key, go through the door to the north.



Fig. 41-46. The Ogre zoo is well stocked. Try to keep all the animals in their cages.



THE SWITCH HERE LOCKS THE DOOR TO THE SOUTH. YOU CAN USE THIS TO LEAD MONSTERS INTO THE PREVIOUS ROOM AND LOCK THEM IN.

Forge north, disabling the Spitting Spiders and the Scorpions. At the end of the hall are six cages (four Mimics and two Scorpions). Stepping on any of the pressure plates will

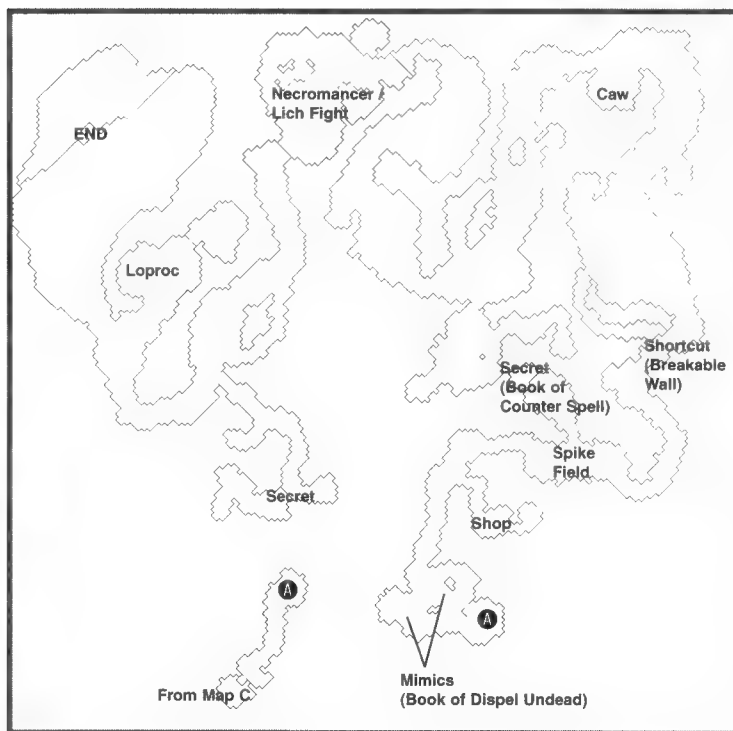


Fig. 41-47. Map D.

release a monster. Look into the cages to find the switch. Ride the elevator up to the wastelands and exit the door to the east.

March east to another elevator and flip the switch to ascend.

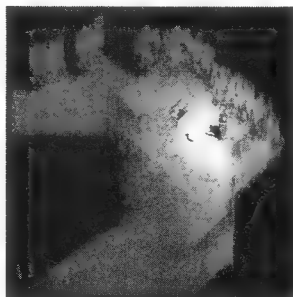


Fig. 41-48. This choice should be easy by now.





PRIMA'S OFFICIAL STRATEGY GUIDE

Walk north from the elevator. Ahead, three passages contain chests. The one to the east is real (it contains a Book of Dispel Undead) and the others are Mimics. Follow the passage northeast.

The path south leads to Motoc's. He has a limited but useful stock (Book of Wall, Black Wolf Beast Scroll,

Mighty Cloak of Dragon's Heart) but his prices are an outrage (double base price). Repair any worn items.

Trek east up the main path and navigate the spike field. Let the spikes get the Wolves or do them in with Lightning.

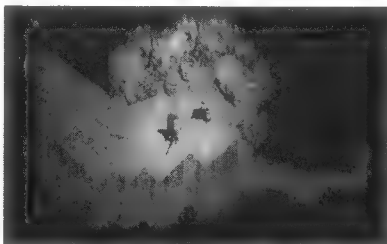


Fig. 41-49. You're sure glad Motoc is out here.

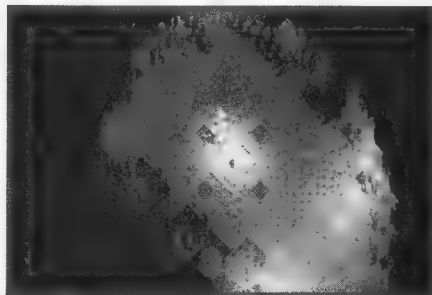


Fig. 41-50. Don't take this bag of gold unless you're ready to leave the room.

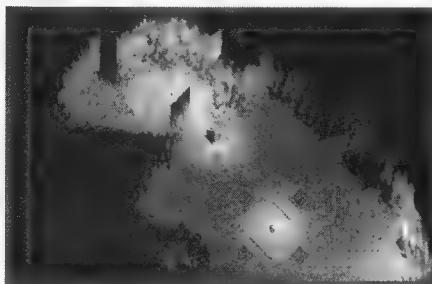


Fig. 41-51. OK, go get the gold now.

SECRET AREA

Check out a side room to the north. A booby-trapped bag of gold sits on a pressure plate surrounded by fire vents and spikes. Before

you get the booby-trapped gold in this side room, tear down the wall in the northeast corner for a Book of Counterspell, gold, and a Blue Potion. When you pick up the gold, immediately jump south or you'll be trapped.

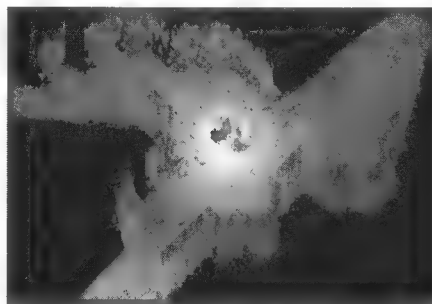
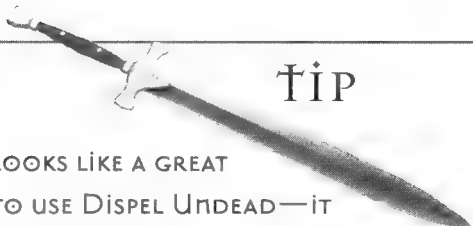


Fig. 41-52. This route cuts a long and uneventful corner.

Black Wolves and an Ogre Lord guard the main path. Just before the ice field, look on the north wall for a breakable spot that opens a shortcut. Take it and exit to the east on the ice field. Battle Necromancers, Ghosts, and an army of Skeletons and Skeleton Lords.



CHAPTER 41 EPISODE 9: JOURNEY THROUGH THE DISMAL SWAMP



TIP

THIS LOOKS LIKE A GREAT TIME TO USE DISPEL UNDEAD—it WORKS ON ZOMBIES, SKELETONS, SHADES, LICHES, AND NECROMANCERS.



Fig. 41-53. *Hey brother, can you spare a Health Potion?*

As the path rounds its way northwest, you see a Conjurer being attacked by three Black Wolves. Kill the Wolves and talk to the Conjurer, Cain. Give him the Health Potion he requests and he'll escort you to the Land of the Dead.

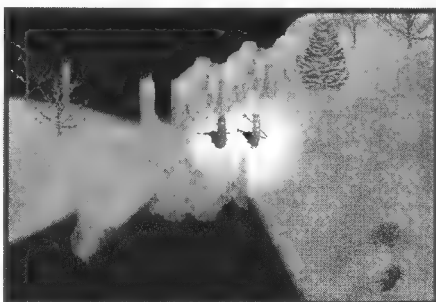


Fig. 41-54. *Investigate paths northeast and southwest.*

Follow the ice field northwest and, as it turns southwest, look for a small alcove with a large bag of gold. Further along, notice a door on the southwestern wall leading to a Black Wolf den. A small path off to the northeast should be inspected—Ghosts patrol near a Grand Staff of the Spider and Medieval Clothes.

As you forge on, a Black Wolf, a Ghost, a Skeleton Lord, Skeletons, and a Necromancer defend the main path. Dispel Undead!



TIP

SAVE HERE!



Fig. 41-55. *You'll want Cain's help with this magical battle.*

Carefully turn the corner as the path narrows and turns west into a large arena. Walk slowly and keep Cain nearby so he won't be locked out when a Necromancer seals the arena with a magic wall. With Cain's help, fight a trio of Necromancers, using the center area as cover. Use your usual





battery of spells, Staves, and occasional Dispel Undead blasts.

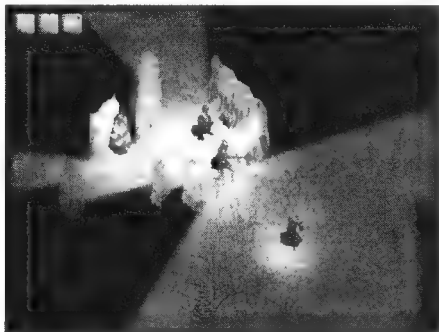


Fig. 41-56. The first appearance of the Lich; Dispel Undead and you'll be OK.

Eventually, a Lich joins the party—be sure to block his Slow spells or you'll get a Meteor on your head. A chest here holds a Red Potion.

Exit west. The path splits and shortly rejoins. Just south and east of the rejoining, a cave leads south. Shoot the powder fuse with a Fireball to detonate explosives at the far end of the hall. Explore the room and eliminate what's left of its monster population.

SECRET AREA

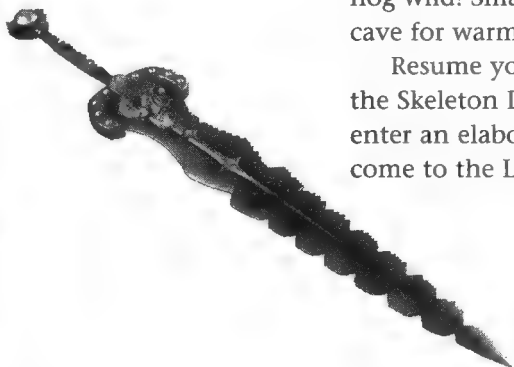
The blast should blow out the western wall at the far end of this side cave to reveal a Secret Area with a large stash of gold.



Fig. 41-57. Loproc again. Go for broke; it's your last chance.

As the path turns northeast, two flags denote a side path to the east. Visit Loproc. Repair all your worn equipment (this is your last visit to a merchant), unload anything unwanted, and stock up on everything else. There's still a lot to find ahead, but you won't have any use for your money after this. Go hog wild! Smash Loproc's barrels and enter his cave for warmth and food.

Resume your path northeast. After leveling the Skeleton Lords and the Black Wolves, enter an elaborate doorway to the north. Welcome to the Land of the Dead.



CHAPTER 42

EPISODE 10: THE LAND OF THE DEAD

INTRODUCTION

MAIN QUEST

- ♣ Recover the Orb from its resting place in Hecubah's lair.

SUB-QUESTS

- ♣ None

ENEMIES

- | | |
|--------------------|-----------------------|
| ♣ Gargoyle | ♣ Skeleton |
| ♣ Ghost | ♣ Skeleton Lord |
| ♣ Lich | ♣ Vile Zombie |
| ♣ Lich Lord | ♣ Zombie |
| ♣ Mechanical Golem | ♣ Vampire Knight |
| ♣ Necromancer | (Exp. 90,000-120,000) |

QUEST AND CONTINUATION ITEMS

- ♣ Gold Key
- ♣ Ruby Key
- ♣ Sapphire Key
- ♣ Orb of Oblivion

SECRET AREAS

- ♣ 8

SHOPS

- ♣ None



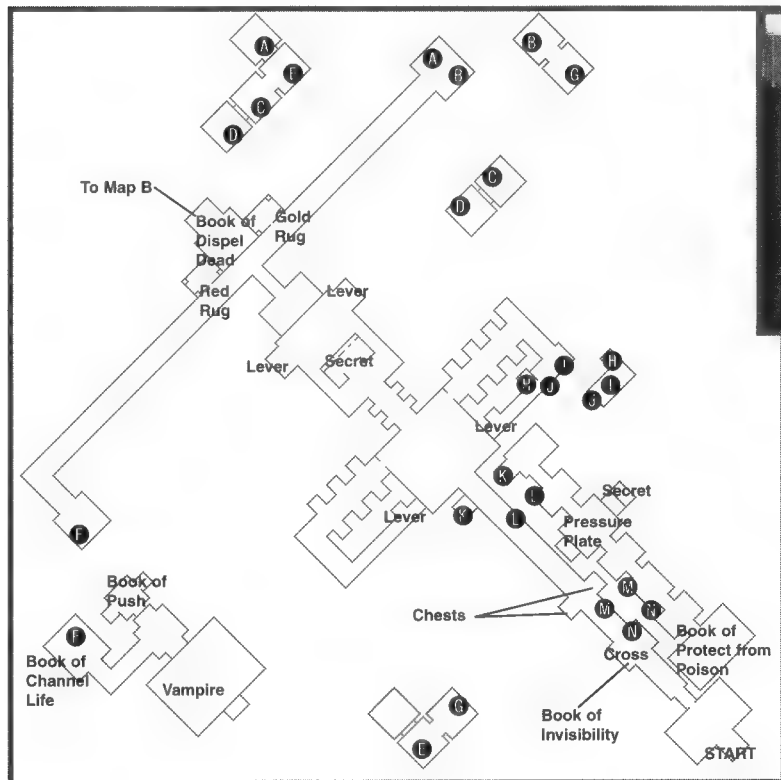
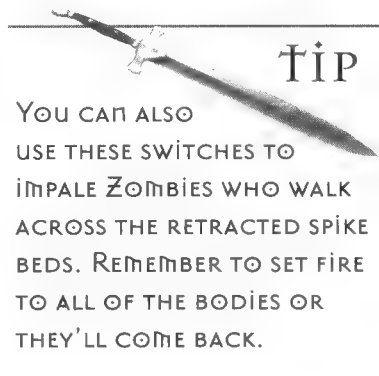


Fig. 42-1. Map A.



Fig. 42-2. Open the chest here to start your underground trek.



WALKTHROUGH

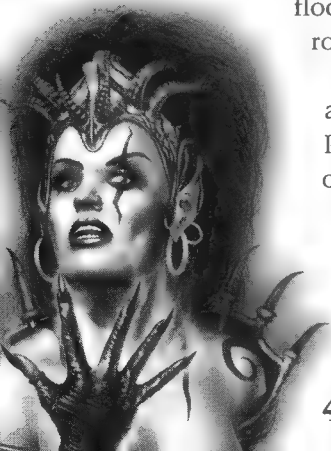
Begin by going north through a door into a long hallway with crumbling floors. Drop down into the room below.

The single chest holds a Book of Protect from Poison. Pull the switch on the wall to lower the first set of spikes to the north—pull similar switches along the hall to open your way.

To the north, a large room with four Mana obelisks features a pressure plate in the center. If a monster steps on the plate, side walls open to release several angry Skeleton Lords, Zombies, and Vile Zombies.

SECRET AREA

Enter the east room opened by the pressure plate and crack the east wall to reveal a chest. You'll find a Grand Wizard's Robe of the Scorpion's Bane.



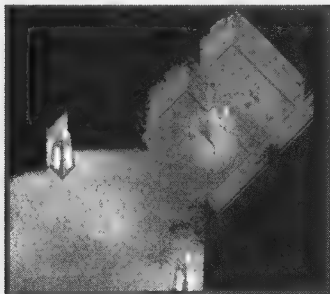
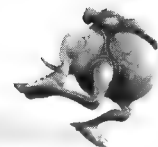


Fig. 42-3. *It's worth it to release the undead hordes if only to get to this secret.*

chest in the east alcove has Mighty Leather Boots of Anti-Zap and Running.

Continue south to a cross on the floor. Beware the arrow trap pressure plates and pry open the chest for a Book of Invisibility. Return to the column room.

Because the exit to the north is blocked, you'll have to find another way out.



Fig. 42-4. *The column room.*

Continue north and ascend the elevator to the west. As you arrive, there is a large room to the north adorned with columns.

You need to backtrack for a moment. Walk carefully south along the hallway to solid ground on a pair of alcoves to the east and west. Make sure to watch for Gargoyles, arrow trap pressure plates, and collapsing floor tiles. The

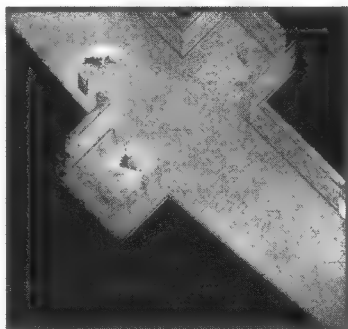


Fig. 42-5. *These alcoves offer solid ground and big discoveries.*

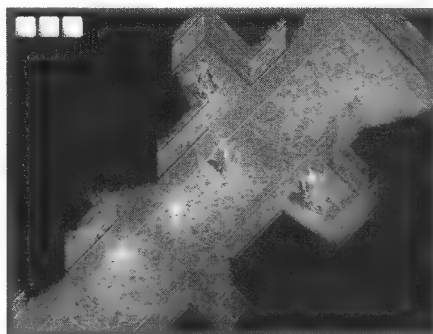
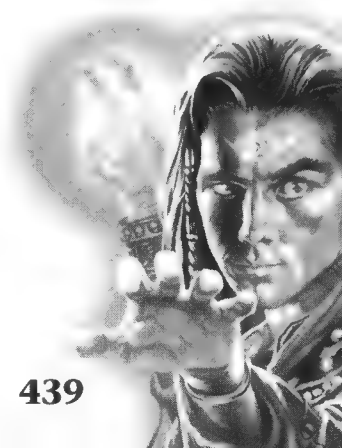


Fig. 42-6. *Don't stand near the holes in the wall when these Lords step off their triggers.*

Go through the eastern doors. Note the arrow traps on the walls. But where are the pressure plates? As you travel down the hall, three sets of Skeleton Lords burst from the alcoves to the north and south. They are standing on pressure plates; when they step off, all of the arrow traps on the hall fire—don't be in front of one of these traps when the Lords step out. At the end of the hall, turn south.

As you stroll down this hall, stone blocks from the north advance





toward you. Run down the hall and jump over a set of spikes to a pressure plate. The Skeleton Lord will probably impale itself on the spikes.

Did you hear that click? That was the door to the west unlocking. If you jump off this plate the door immediately locks. Jump over the spikes, grab the Lord's Kite Shield, then jump back onto the plate and drop the shield there to keep the plate depressed so you can use the door.

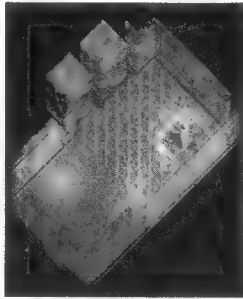


Fig. 42-7. Leave something heavy on this pressure plate.

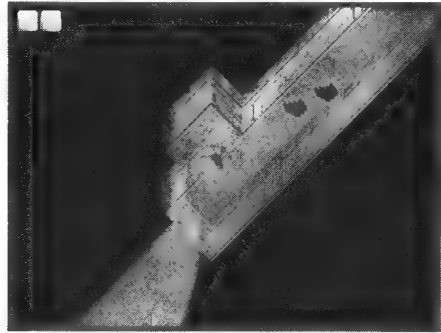


Fig. 42-9. Open the way with this switch and one just like it on the other side.

SECRET AREA

From the room of spikes, follow the blocks as they retract north. Duck into the pass to the west until they start south again. Hop into the alcove to the north to find a chest with a Lightning Staff. Get out of the alcove before the block returns.

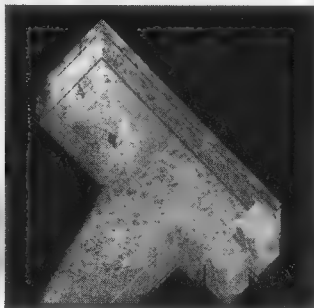


Fig. 42-8. Don't get crushed as you access this secret.

Open the door to the west and walk around or jump over the breakaway tiles (Vile Zombies and a return elevator wait below) to a lever that opens the western door in the column room and starts the sequence to open the blocks covering the northern passage. Return to the column room.

Enter the western door. This hall functions the same as its counterpart (except for the spike puzzle). Pull the switch and return to the column room.

SECRET AREA

As soon as you pull the second switch, run back to the column room and up the northern opening. You should catch up with the block, pausing only to fight off Gargoyles. When the stone edges into the room to the north, run around it, into a small building before the block is fully in place. Your reward for this bit of physical exertion is a Titan Wizard's Helm of Regeneration. Snipe through the windows at patrolling Gargoyles. To leave, approach the wall to the east where a hidden panel opens.



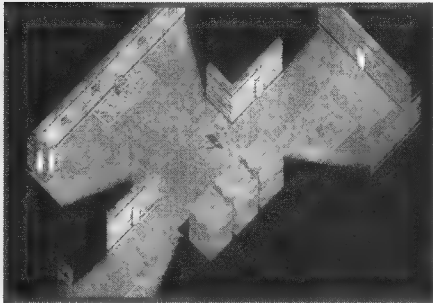


Fig. 42-10. *Get in front of the retracting blocks or this secret will be forever closed.*

Move north through this room and pull the levers to the east and west. The wall to the north opens, but a Necromancer arrives to prevent your departure.



Fig. 42-11. *The colors of the rugs correspond to the colors of the Keys.*

Proceed north to a T-intersection. The doors to the north (one fronted by a red rug and the other by a gold rug) are locked.

First go west, fighting Gargoyles and avoiding arrow trap pressure plates. Turn south and scurry down the stairs. Open the sarcophagi for a Book of Channel Life.

Follow the hall south and east to a room

with a statue, four Mana obelisks, and hidden walls leading north and south. Behind the north wall, a gaggle of Gargoyles await, some sniping through windows to the east and west. A chest here has a Book of Push. Reach through the windows to get Red Potions.

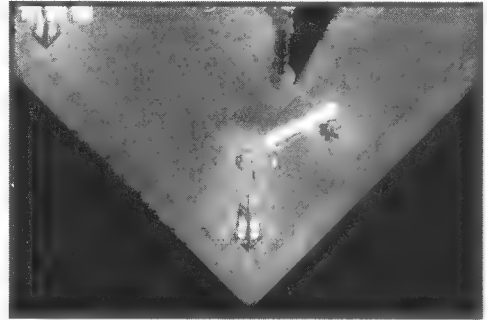


Fig. 42-12. *I've come to suck your blood!*

Return to the four-obelisk room and go through the southern wall. When you approach the sarcophagus, a Bat flies out. When you attack, it transforms into a Vampire Knight. The basic tactic against him is to strike, run, turn, and attack—if he gets more than the briefest moment, he'll land a strong attack and heal himself at your expense. Cast *Dispel Undead*. When he's vanquished, he'll turn back into a Bat. Kill the Bat and pick up the Ruby Key, but leave behind any of the Vampire's belongings you can't wear: a Mighty War Hammer of the Leech, a Mighty Cloak, Sturdy Plate Boots, Leggings, Plate Arms, and a Breast Plate of the Dragon's Scale.





Return to the T-intersection. Enter the red door and push the stone block onto the pressure plate for the first part of the door-unlocking sequence.

Leave the red switch room and go east, stepping around arrow trap pressure plates. Step onto the teleporter to begin the teleporter maze.

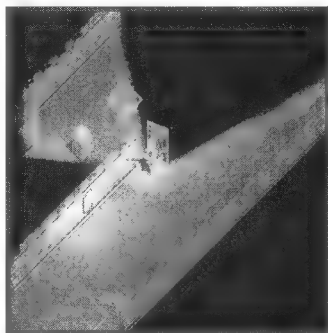


Fig. 42-13. *Both plates must be down for the way to open.*



Fig. 42-14. *The teleporter maze begins here with step 1.*

Immediately fight a Necromancer. Other monsters will be running the teleporter circuit in search of you, so you'll have them to contend with as they arrive.



TIP

THOUGH THERE ARE SEVERAL TELEPORTERS IN THIS MAZE, YOU NEED ONLY CONCERN YOURSELF WITH A FEW.

After you've finished with the Necromancer, step onto the same teleporter on which you arrived.

Next, walk one room west (there are blue tapestries on the wall) and step on the teleporter.

This room is home to

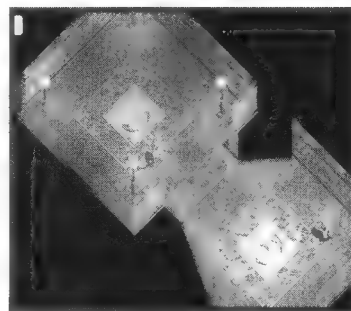


Fig. 42-15. *Step 2.*

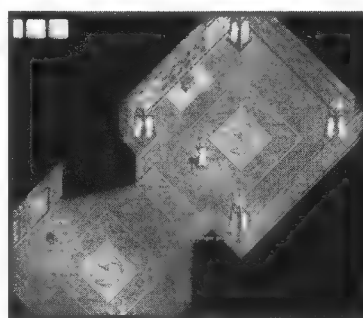
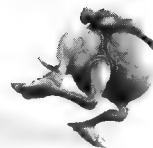


Fig. 42-16. *Step 3.*

four Mana obelisks and a chest on a pressure plate. As you approach the chest, a room to the north opens and a Gold Key pops out. To

leave the maze now, take the key and go north onto the teleporter (taking you back where you began). Instead, however, go treasure hunting.





Enter the blue tapestry room to the west and use the teleporter. At your destination, go west through a hidden door and open a chest for a Grand Wizard's Robe of Anti-Lightning and a Grand Cloak of Regeneration.

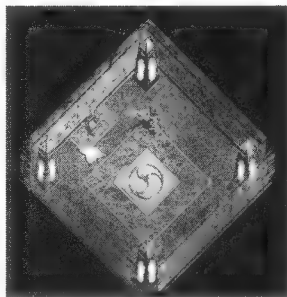


Fig. 42-17. Step 4 is optional.

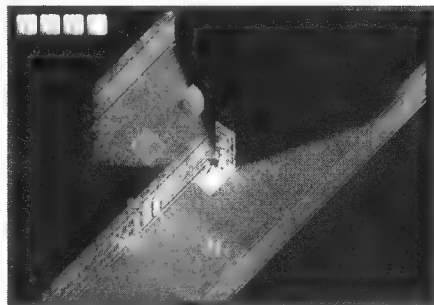


Fig. 42-19. This plate completes the door sequence.

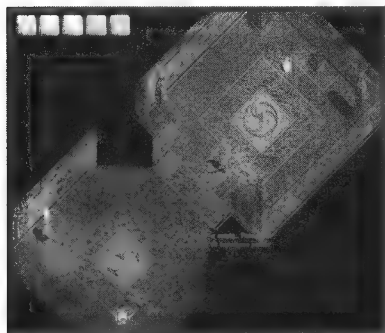


Fig. 42-18. So is step 5.

Step on the teleporter near the chest and move two rooms (through hidden doors) to the east. Go north and step on the teleporter to exit the maze.

Return to the T-intersection and enter the gold door. Push the block onto the pressure plate to complete the door sequence and leave the gold room.

Trek north through the new opening. A chest in the middle of the room holds a Book of Dispel Dead. Force Orbs push you away if you touch them. Exit upstairs and to the north.

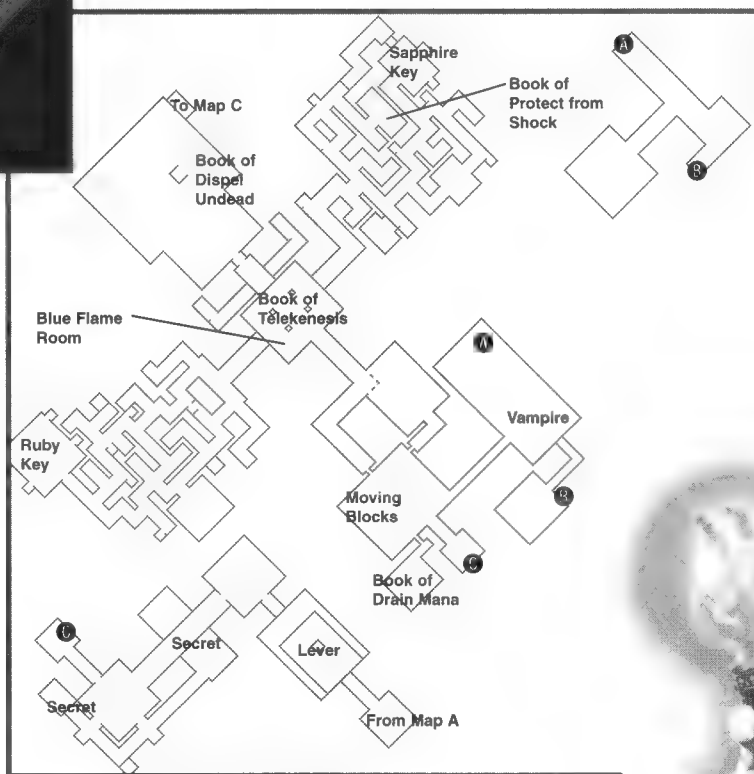
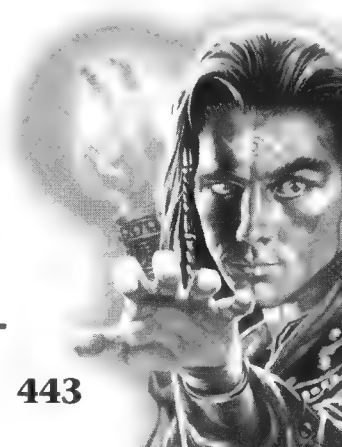


Fig. 42-20. Map B.





To the north, find a lever on the room's central pillar. Pulling it lowers the walls to release Skeleton Lords and a Lich. When the room is clear, pull the switch on the north wall, opening the door to the north.

Turn the corner west through a door. As you approach a room full of Vile Zombies, walls behind you open to release more of the same. Run back to the room to the east and let loose Fireballs or Dispel Undead.

SECRET AREA

In the southern Zombie ambush room, shatter the southern wall and creep down the passageway. Battle the Gargoyles patrolling this secret tunnel and launch Fireballs into the room to torch any Zombies left over from earlier.



Fig. 42-21. Go back to this room to find a secret.

At the north end of the passage, a secret room is locked. To access it, you must do something much later on this map. We'll come back here when the secret is accessible.

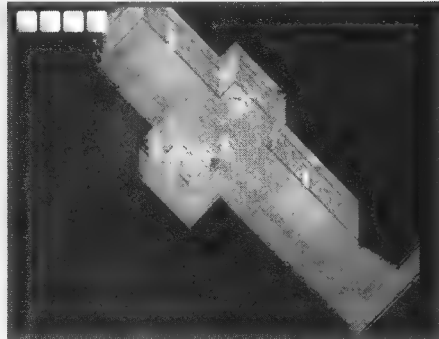


Fig. 42-22. Come back here later.

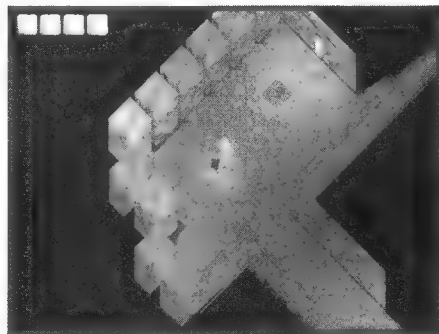


Fig. 42-23. You must get the right combination.

From the Zombie room, go north to an elevator and north through a door. To get to the tunnels off this room, you must move the stone blocks around with floor plates. Press the switches in the following order:

1. Southeast
2. Northeast
3. Southeast
4. Northwest



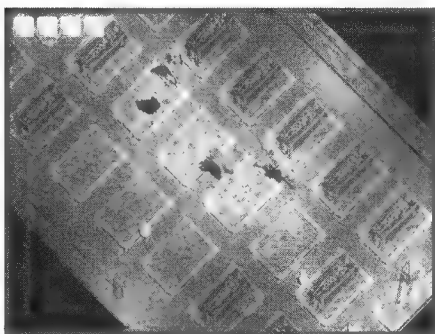
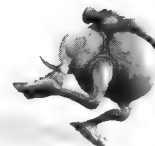


Fig. 42-24. Find the pit to ditch your Vampire foe.

You can now access the door to the north, but first go east to a room filled with coffins. The Bat becomes a Vampire Knight when attacked.



TIP

THERE'S A PIT UNDER ONE OF THE COFFINS (DEAD CENTER). TRY TO GET THE VAMPIRE TO FALL INTO IT. JUST REMEMBER HE WILL, HOWEVER, EVENTUALLY FIND HIS WAY BACK UP.

Pick up the Vampire's goods and tend to the other coffins in the room. Some contain Skeleton Lords or Vile Zombies. The third one from the north in the west row contains a Gargoyle Beast Scroll.

Drop into the room below and explore for a Triple Fireball Staff of Replenishment. In the southwest alcove, ascend the elevator. Go east and north to return to the coffin room.

Return to the moving block room and enter the door in the southeast corner. A coffin in the center is defended by Zombies and

Vile Zombies, and a barrel houses a Book of Drain Mana.

Go back to the moving block room and bear east through the door in the northeast corner. Launch Missiles of Magic into the room to clear out Gargoyles and step inside.

Backtrack one last time to the moving block room and go north, avoiding the arrow trap plates on the floor.

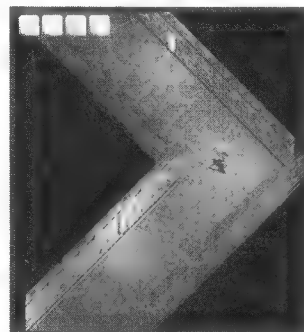


Fig. 42-25. One last corridor.

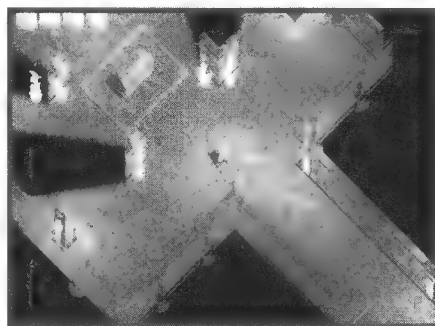


Fig. 42-26. The blue flame room.

You arrive at a room lit by blue flames. A Mechanical Golem is trapped behind a magic wall to the north. To release it, approach the sarcophagus in the center of the room (it contains a Book of Telekinesis).





The Mechanical Golem is much faster than the Stone variety, but the strategy is the same and quite obvious: don't let him touch you. Mechanical Golems are highly susceptible to Shock Damage, so hit them with Energy Bolt,

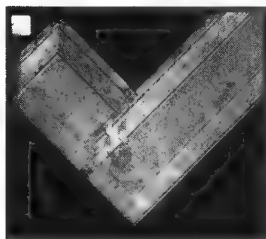


Fig. 42-28. Fire at a button on each side.

to the end. Look through the windows to shoot fireballs at distant buttons. When both buttons are depressed, the halls east and west of the blue flame room are accessible.

Go east, casting Missiles of Magic to kill Gargoyles. Follow this path until it opens onto a T-intersection. Explore south first.

When you approach, a hidden door lowers to release a Mechanical Golem. Lead him back into the blue flame room to finish him there. Be sure to inspect the Golem's room.



Fig. 42-27. Mechanical Golems don't go well with electricity.

Lightning, and Shock to exploit this weakness.



TIP

OPENING THE HIDDEN DOOR TO THE MECHANICAL GOLEM OPENS THE SECRET AREA EARLIER ON THIS MAP. RETURN THERE BEFORE PROCEEDING.



Fig. 42-29. The entry to the eastern maze.

SECRET AREA

Return to the previous Secret Area (at the Zombie ambush). As you approach the wall, it drops to reveal a Mechanical Golem and a chest with Fireball Staff of Quickenings and Recharge. Return to the blue flame room.

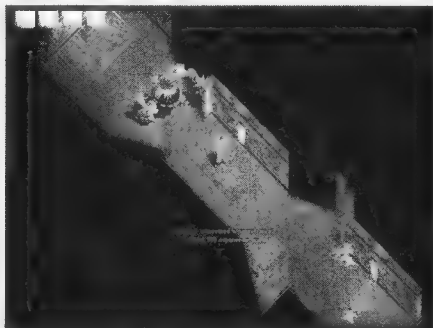


Fig. 42-30. Go back to this area for a fierce fight with big prizes.



CHAPTER 42 EPISODE 10: THE LAND OF THE DEAD



Return to the T-intersection and go north, east, north, and east again. Then take the first passage south. The room to the east is illuminated by blue flames and sports a sarcophagus with a Book of Protect from Shock.



Fig. 42-31. Find the Sapphire Key here.

Crawl back to the north end of the maze and through the breakable wall to the east (pick up a Grand Wizard's Robe of the Dragon's Hide). That passage turns south to a window through which a Gargoyle fires. Kill it and break the wall. Open the sarcophagus for a Sapphire Key. Retrace your steps back to the blue flame room.



Fig. 42-32. The beginning of the western maze.

Enter the western maze. At the T-Intersection, go south, west, south, west, and south again to a room with blue fire, four obelisks, and a sarcophagus containing a Mechanical Golem Beast Scroll. Emerge to the north and take advantage of this new Scroll immediately.

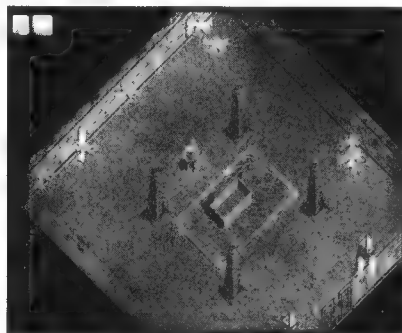


Fig. 42-33. Your Ruby Key.

From this room, go west, north, west, south, west, north, west, and north once more. This room with stone and Mana obelisks hosts the Ruby Key. Take it and return to the blue flame room.

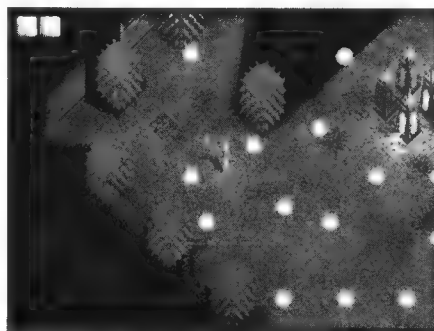


Fig. 42-34. Don't get bounced into the spike blocks.

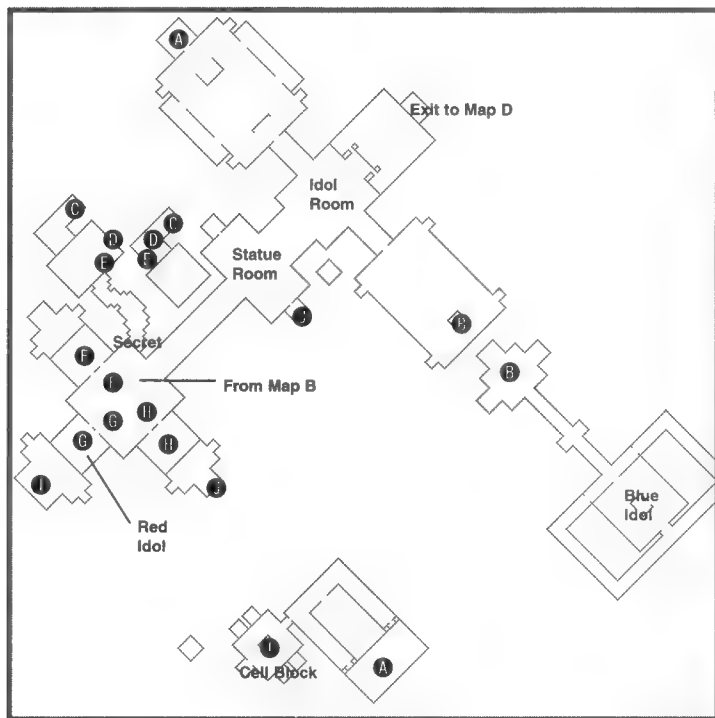


Fig. 42-35. Map C.

Advance north through the huge gates to a room filled with Force Orbs. Search the room carefully and flip the switch in the northwest corner. South of the stairs, find a Book of Dispel Undead in a barrel. Exit up the stairs in the northeast corner.



SECRET AREA

From the staircase, bust open the northeastern wall to enter a narrow passage. Break another wall to confront Gargoyles and jump onto a teleporter. Jump over pressure plates and walk directly to the center—don't stray or you'll fall through the floor, probably onto spikes.

Step on the next teleporter to a battle with a Lich in very close confines. His chest holds a Lightning Staff of Recharge. Take the teleporter back to the starting room.



Fig. 42-36. Follow the path behind this wall to a dangerous secret.

Head east down the hall—be on the lookout for arrow trap triggers on the floor—to a large room with a statue in the center.

The door to the south leads to a teleporter and a fight with a Lich. Boost the chest for a Grand Wizard's Robe of Greater Healing. Take

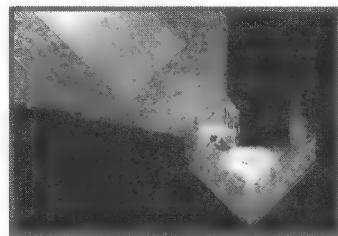


Fig. 42-37. The statue room.



the teleporter back to the starting room and return to the statue room.

In the next room east, fight another Vampire Knight. Don't bother taking his possessions; you can't wear most of them and you can't sell them. Continue east.

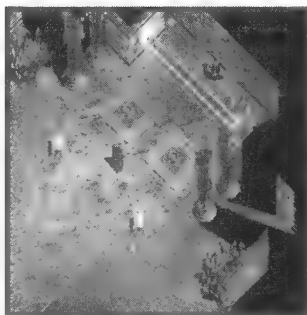
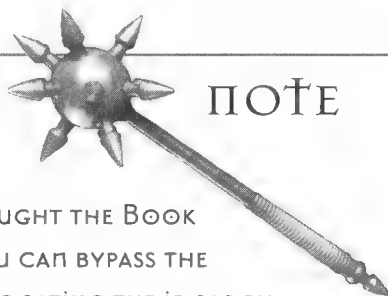


Fig. 42-38. Find a way to disable the Sentry Rays.



IF YOU'VE BOUGHT THE BOOK OF WALL, YOU CAN BYPASS THE PROCESS OF LOCATING THE IDOLS BY CASTING WALL TO COVER THE TWO SENTRY RAYS TO THE EAST, AS SHOWN BELOW.



Fig. 42-39. Cast Wall to move past these rays. The Wizard can use this strategy against any Sentry Rays he encounters.

Sentry Rays block your paths east and north. In front of you are two bases in the floor for the display of idols (one illuminated in red, the other in blue). The hall to the south is accessible.

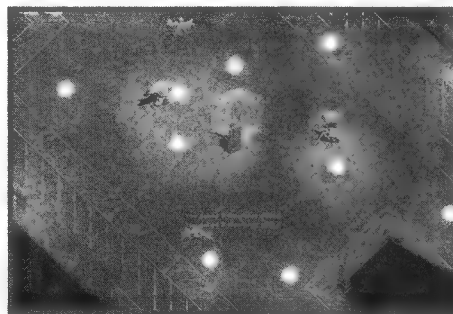


Fig. 42-40. The environment is almost as dangerous as the competition.

Go south to a large room with spikes around the outside and Force Orbs inside (a bad combination). You must fight a speedy Necromancer and Gargoyles in this dangerous environment. The Necromancer summons Shades unless you interrupt him with a Counterspell. Do, however, use your best impact Staff or spells that move enemies to throw them into the Force Orbs. After the fight, the walls ascend to reveal an elevator. Ride it up.

Gargoyles attack immediately. Plow down the long hall south to an intersection. The door to the south is locked, so go either way, but beware the pressure plates. Around the back of the room, look through





PRIMA'S OFFICIAL STRATEGY GUIDE

the window to the north and use Fireball to press the red button. Go in through the previously locked door.

Approach the Blue Idol. As you grab it, move away to dodge a booby trap arrow. Pass through the blue flames (stop to recharge your Mana if you miss this jump) in the center of the room to flip a switch, disabling one of the Sentry Rays to the east hall.

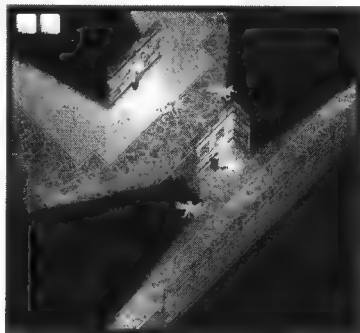


Fig. 42-41. Shoot through this window to hit a button and the idol is yours.



Fig. 42-43. Let the rotating Ray do the work for you.

A Sentry Ray circles the room and two Mechanical Golems hide behind a wall to the north. Time the beam and run around to the north to draw the Golems out. You can get them to bumble into the Force Orbs and die in the Ray. Go around to the north and pull the switch, clearing the Sentry Ray that blocks the northern exit.

Through the north door and up the stairs, pull a lever on the wall and fight Gargoyles and a Lich. Advance north and clear out the passage around the previous room. Go through the western door.

This room is inhabited by one free-range Lich and four sealed cages with imprisoned Liches and Necromancers. There are four



Fig. 42-42. You can now go north.

Go back to the idol room and place the Blue Idol in the blue-lit base to disable the Sentry Ray to the north door. Go through the north door.

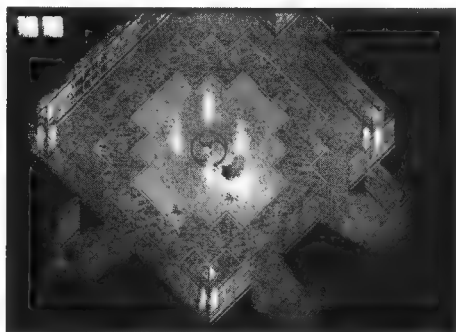


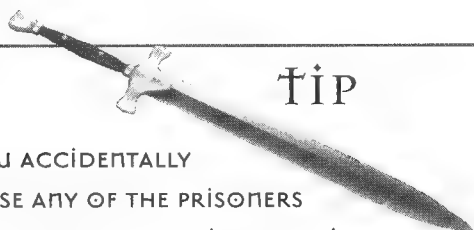
Fig. 42-44. Keep everyone behind bars by fighting the Lich in another room.





plates on the floor, each corresponding to a cage. If you step on any plate, it will open one of the cages. The walls around the center of the room conceal a teleporter—it's available when you kill the free Lich.

Draw the free Lich back into the previous room and fight it there. Then enter the cell-block and step onto the teleporter without touching any of the plates.



TIP

IF YOU ACCIDENTALLY RELEASE ANY OF THE PRISONERS AFTER THE TELEPORTER IS OPEN, KILL THEM BEFORE THEY USE IT. HAVING THEM WHERE YOU'RE GOING WILL MAKE THINGS EVEN MORE DIFFICULT.

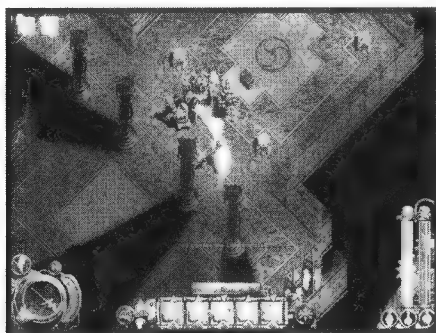


Fig. 42-45. *This monster isn't going to keep you from the Red Idol.*

A Mechanical Golem stands between you and the Red Idol. When you're victorious, the wall to the east lowers so you may claim the Red Idol. Step onto the teleporter and drive east to the idol room.



Fig. 42-46. *Place the second idol to advance.*

Place the idol and the second beam to the east shuts off. Pass the beams to the east.

Your reward is a pair of Liches. Cast Dispel Undead and then mop up with a good Staff. Pull both levers to open the wall to a staircase.

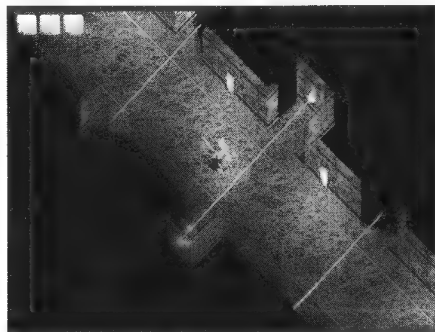
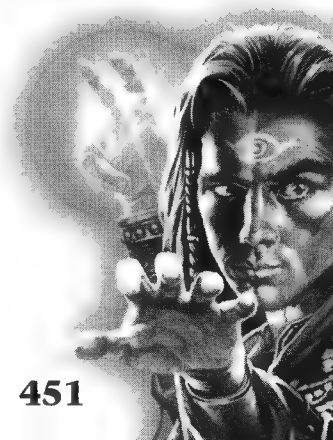


Fig. 42-47. *Get behind one of these Rays and follow it up the hall.*

From the top of the stairs, march north to a hall with advancing Sentry Rays. Time their progression up the hall to reach a room with a huge statue.



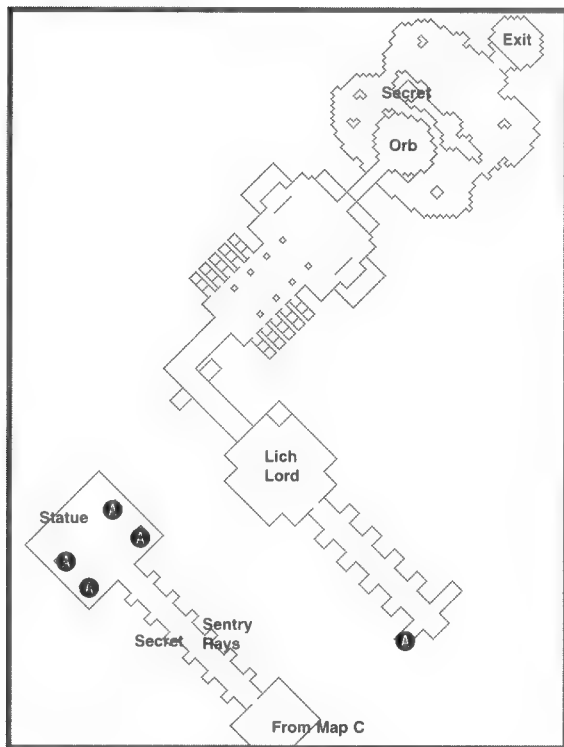


Fig. 42-48. Map D.

SECRET AREA

Step quickly into the fourth Ray alcove on the west. A chest holds Titan Leather Boots of Greater Healing and Leaping. Get out before the Ray returns.



Fig. 42-49. Raid this chest fast or you're toast.

As you approach the statue, two Liches materialize. When you're done with them, you get two more.



Fig. 42-50. Counterspell to minimize the damage of the Force of Nature Staff.

Descend to the lower level via either elevator. Trudge north through a gate to face the Lich Lord. This super Lich is equipped with a Force of Nature Staff, a weapon that produces those deadly green balls. Fortunately, the balls move very slowly. Although you cannot use Counterspell to stop the Lich Lord from launching these projectiles, you can use it to break them up into less harmful mini-balls. The Lord also summons Ghosts and casts Meteor and Slow.

When the Lich Lord expires, you can take his Force of Nature Staff. Proceed north down



Fig. 42-51. You must activate six switches to clear this room.



the column hall and turn east. Spike blocks prevent your return.

Sentry Rays circle the room. Pull switches to shut off one of the Rays—pulling all four switches drops a wall hiding a fifth switch. Hit it and walls open to the north and south, each with a Lich and a Mechanical Golem.



TIP

SELECTIVELY TURN BEAMS
BACK ON TO HELP YOU FIGHT THE
LICHES AND GOLEMS.

Several Gargoyles come to lend a hand. When all four major enemies are gone, a sixth switch is exposed. Use it to open the pass to the east.

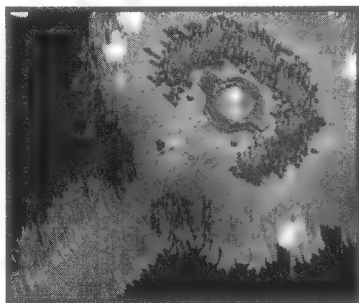


Fig. 42-52. Get the Orb to complete the Staff of Oblivion.

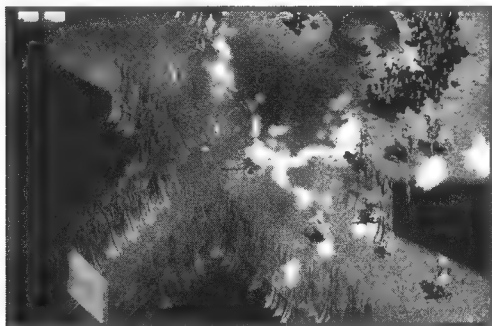


Fig. 42-53. The Staff will make short work of this crowd if you keep it charged.

Enter the Orb room and snatch the Orb of Oblivion. This brazen act of thievery brings forth Hecubah. She leaves her minions to deal with you.

Though their numbers seem overwhelming, you can handle the entire army of Skeleton Lords, Zombies, Vile Zombies, Gargoyles, Liches, and Mechanical Golems by using the fully assembled Staff of Oblivion. Hold the Action button, and powerful lightning chains between every enemy in sight. You must, however, recharge the Staff at Mana crystals.

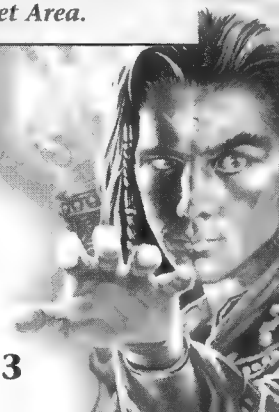
SECRET AREA

North and east of the Orb, look for a breakable spot on the wall that divides the chamber. Break it to acquire a Titan Wizard's Helm of Regeneration and Anti-Shock.



Fig. 42-54. In the Orb chamber, stop to find this final Secret Area.

You can end the episode any time by exiting to the east.



CHAPTER 43

EPISODE II: HECUBAH'S LAST STAND

INTRODUCTION

MAIN QUEST

- ♣ Defeat Hecubah.

SUB-QUESTS

- ♣ None

ENEMIES

- ♣ Lich
- ♣ Hecubah

QUEST AND CONTINUATION ITEMS

- ♣ None

SECRET AREAS

- ♣ 3

SHOPS

- ♣ None



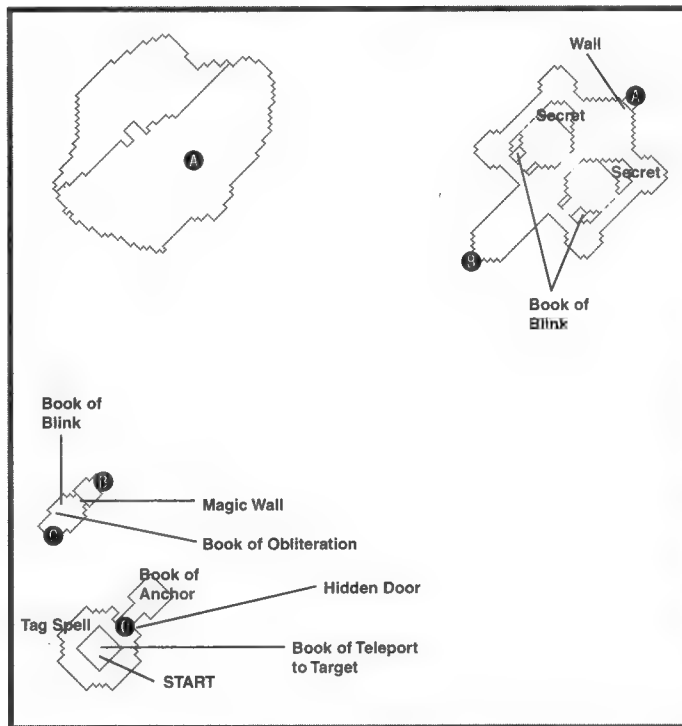


Fig. 43-1. Map A.

Pick up the Book of Teleport to Target and use it to exit the cage.

Pocket the Book of Tag. Jump over the teleporter and approach the eastern wall. It opens to a small room where you can collect several potions and a Book of Anchor.



Fig. 43-3. Blink to proceed.

WALKTHROUGH

You begin trapped in a cage. Hecubah taunts you before departing through the teleporter.



Fig. 43-2. A hidden door holds powerful magic.



TIP

CAST TAG ON HECUBAH
AS SOON AS POSSIBLE SO SHE'LL
SHOW UP ON YOUR MAP.

Step on the teleporter. Hecubah takes refuge behind a magic wall and runs into another teleporter. Study another Book of Blink and a Book of Obliteration. Since you can't teleport through magic





walls, cast Blink to get to the other side. Step on the teleporter.

This brings you to the main battle area. Walk east until you speak with Hecubah again and the battle begins.

At some point, Hecubah will go to the teleporter to the north and wait for you to find her. When you arrive, she lowers the magic wall and teleports to the final battle Arena.

THE ARENA

The first Arena is large but fragmented; most of the battle will be at close range.

SECRET AREA

As you enter the center of the Arena through either door, chambers open nearby: They contain a Book of Blink and Health Potions.

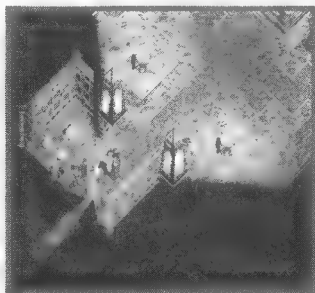


Fig. 43-4.
Look to the sides as you enter either of these doors.

To enter the two Secret Areas to the east, you must cast Blink repeatedly until you arrive in the rooms. When you find them, you can claim a Book of Anchor and a Book of Obliteration. Blink again to depart.

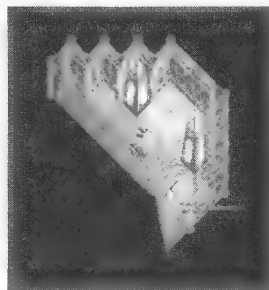


Fig. 43-5.
The other Secret Areas can only be reached via Blink.

The teleporter to the east leads to the second battle area and is sealed by a magic wall. Follow Hecubah when she retreats through this door.

Stay close to



Fig. 43-6. *The magic wall falls when the time comes.*

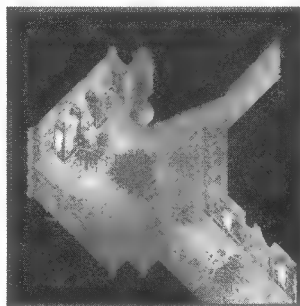
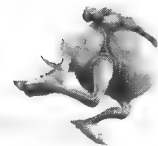


Fig. 43-7. *Keep your Mana levels high.*

the obelisks around the room to keep your Mana levels high. If you're too far to draw off one naturally, cast Drain Mana—you can cast other spells while Drain Mana acts.





HECUBAH'S ASSISTANTS

Hecubah is accompanied by five Liches. They have the usual array of spells and are susceptible to Dispel Undead spells. Use this and the Staff of Obliteration against them.

Hecubah doesn't summon any creatures.

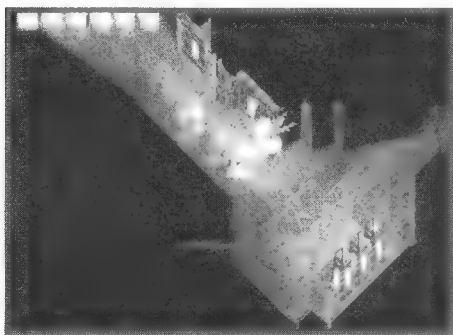


Fig. 43-8. The Liches are troublesome and should be eliminated first.

HECUBAH

The evil Necromancer herself is armed to the teeth with powerful magic. She can cast Blink, Inversion, Invisibility, Slow, and Force Field. She can also cast healing spells on herself if she's given time.

She uses Death Ray, a potent beam that can reduce an unprotected Wizard to dust in one shot. On the up side, Death Ray shots must be precise, so you can usually avoid them by staying in motion. Also, having your

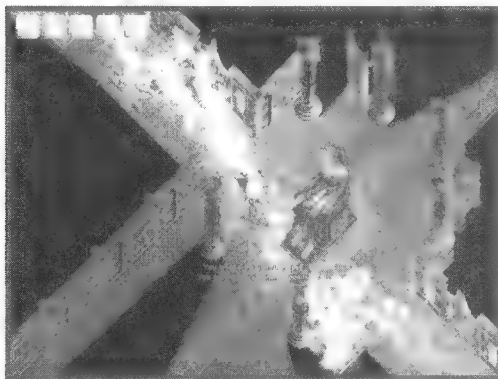


Fig. 43-9. Death Ray! Your only hope is to block it or Blink away.

Force Shield on gives you a chance to escape even after a full Death Ray shot.

When Hecubah gets below a certain level of Health, she'll switch from hunting you to retreating from you. In this mode, she will stay on the move constantly, running from you on sight. This makes her very hard to pin down and gives her plenty of time to cast healing spells. Nail her with a Tag spell and she'll always appear on your map, making her much easier to find.

When she drops to 200 HP, she walks to the eastern teleporter and waits for you to approach. Follow her through to the final battlefield. You are greeted by an off-target Death Ray shot as the fight resumes.





STRATEGIES

- ♣ Although the Staff of Oblivion is an impressive weapon, it has diminished effect on Hecubah. You should still use it on her support creatures but you will do better against her with other tools. Still, if properly used, the Staff can wear her down gradually.
- ♣ Blink constantly. You probably won't have time to react to a Death Ray shot, but moving at random allows you a better chance to avoid it. When Blinking, always move laterally before Blinking again—this makes it more difficult for others to follow.
- ♣ Weaponry: Use the Staff of Oblivion and your other Staves as appropriate.
- ♣ Spells: Stick to the basics of Fireball, Magic Missile, and Lightning. Don't be afraid, however, to be creative.
- ♣ Set traps whenever you get a moment; damage done in your absence is the safest kind.
- ♣ Always keep your Force Field on so no one shot can kill you. If Hecubah blasts you with a Death Ray shot while your Force Field is on, immediately Blink so she can't finish you with a follow-up attack.

- ♣ Utilize your Invisibility to snipe, but you will still be detected eventually.
- ♣ When Hecubah begins retreating, Blink randomly to find her and run into her wake as she Blinks away.
- ♣ If you like to be very aggressive, you can follow Hecubah through her Blinks. Walk into the teleport wave to follow her to her next destination. Attack immediately when you arrive at the Blink destination.
- ♣ When you go to the second Arena, the open space makes it difficult for Hecubah to hide. She will revert to offense but will retreat if you get close.
- ♣ If Hecubah turns invisible, cast targeting spells (i.e. Slow); if you see them being inverted, you've found her.
- ♣ There's one difficult but devastating strategy to try. When you land a Confuse spell on Hecubah, follow up with a Staff of Obliteration attack. When the spell wears off, cast again and repeat. You will need to be near a Mana obelisk to have enough power to do significant damage. If your timing is good and Hecubah doesn't invert the Confuse spell, you can drain her substantially without a counter attack. Be sure the Liches are disposed of before trying this.



CHAPTER 44

MULTIPLAYER MAPS

The first step to becoming more than a whipping boy in multiplayer *Nox* is to know your map.

You first need to know the layout of the map so you can find your way around. Learn two or three routes to any one place so you don't get predictable. Each map shows how its different parts connect.

Next, learn where the most crucial items are. For Wizards, for instance, you want to know without thinking where to find the Wand of Death. Conjurers need to be able to find a Crossbow and a Force of Nature Staff. Warriors should know by heart where to find a Great Sword, a Chackrum, and a War Hammer.

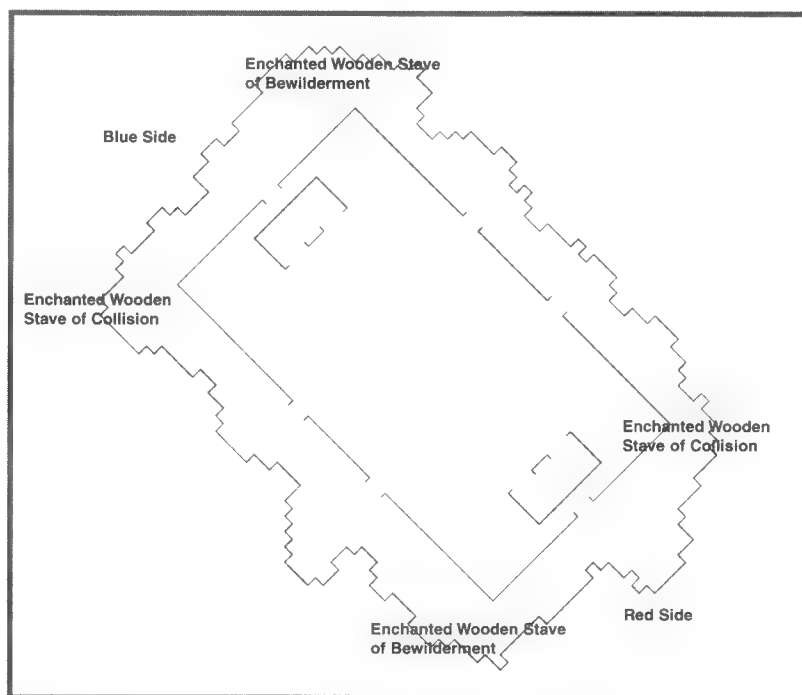
Finally, you need to understand the maps so you can use them to your advantage.

Study these diagrams and play in the environments to learn where to lay traps, leave guarding beasts, or wait in ambush.

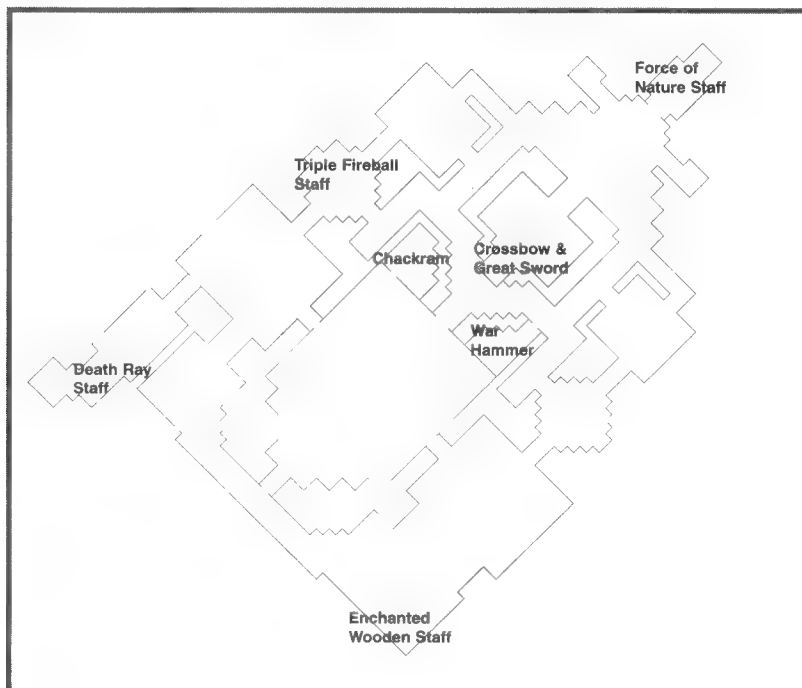


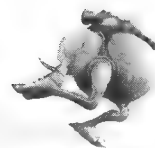


BAKSHOT

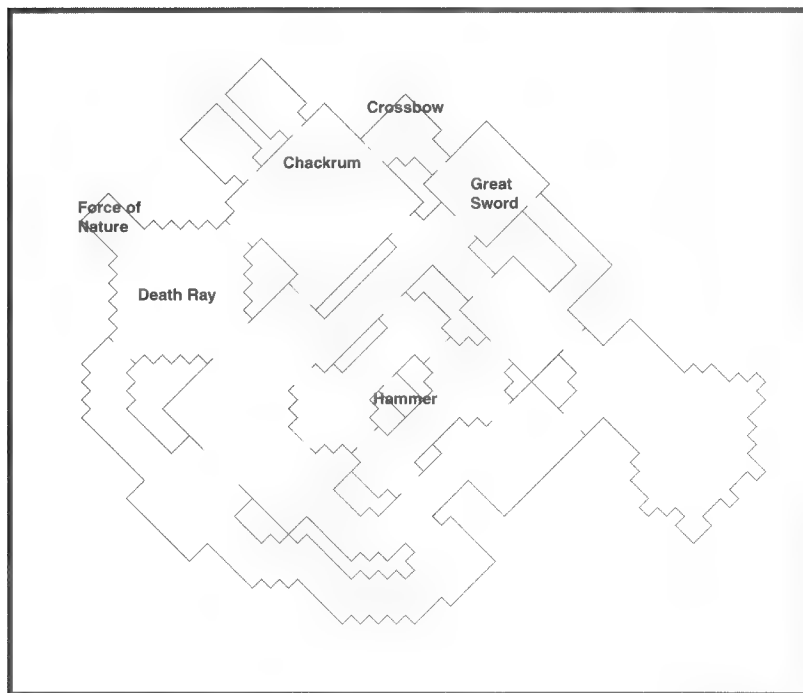


BLUE DEATH

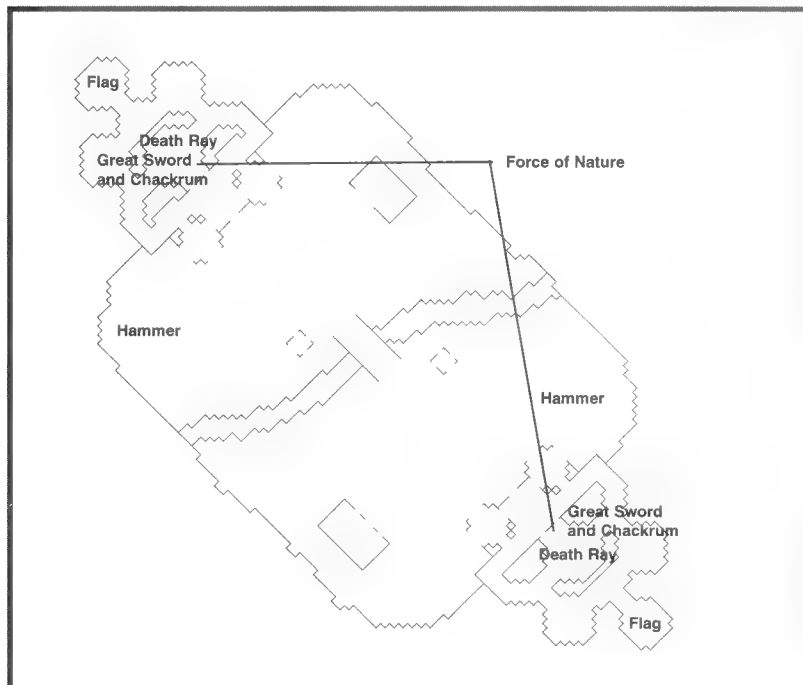




BUNKER

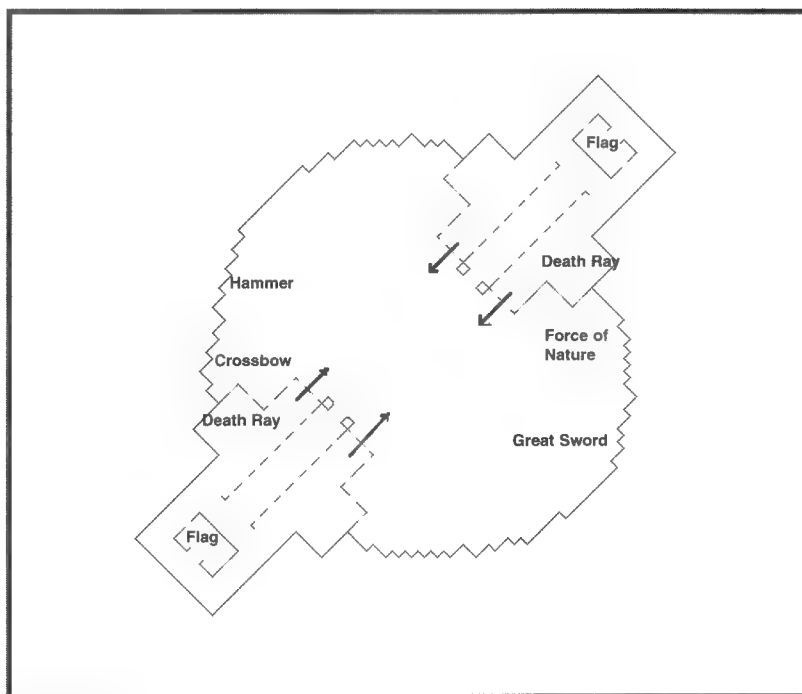


CAPTURE THE FLAG

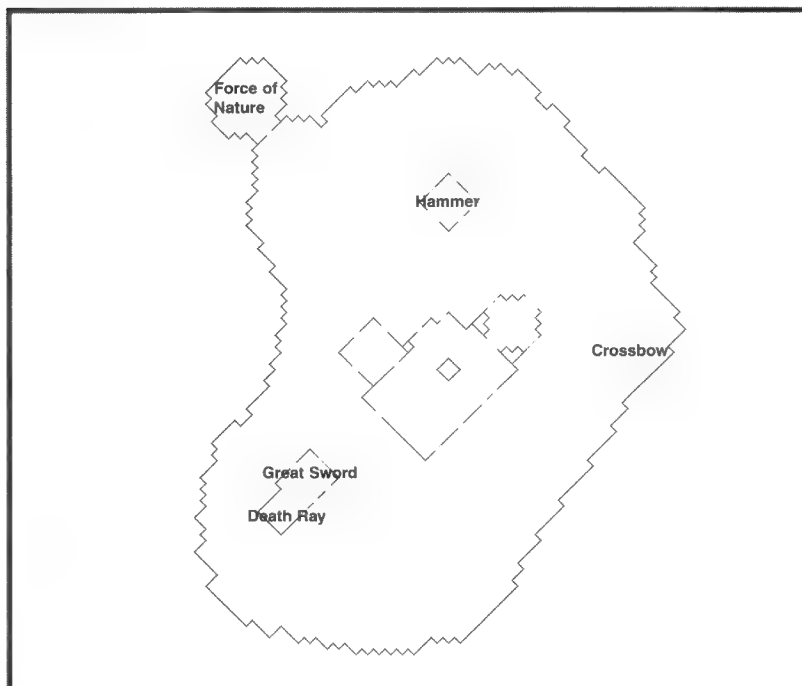




ENDGAME

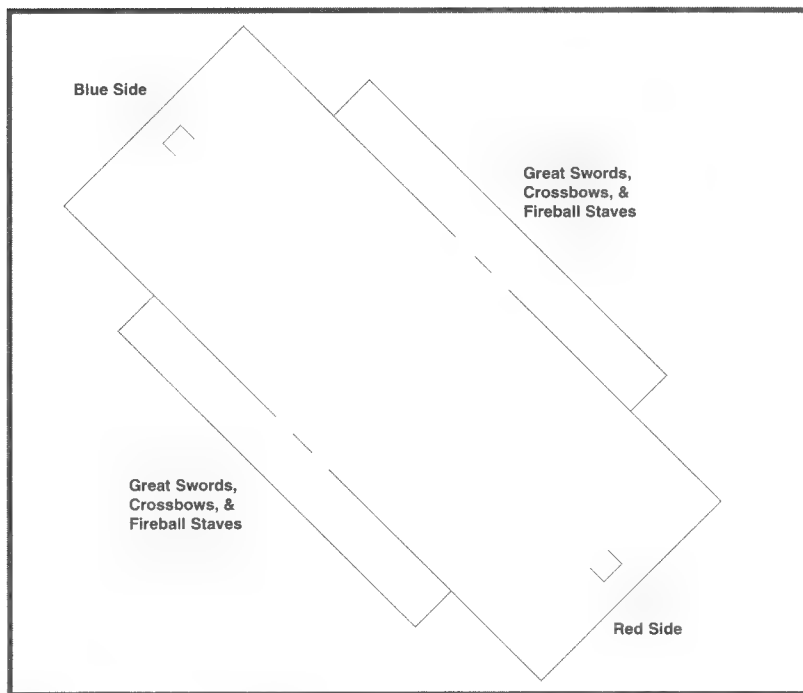


ESTATE

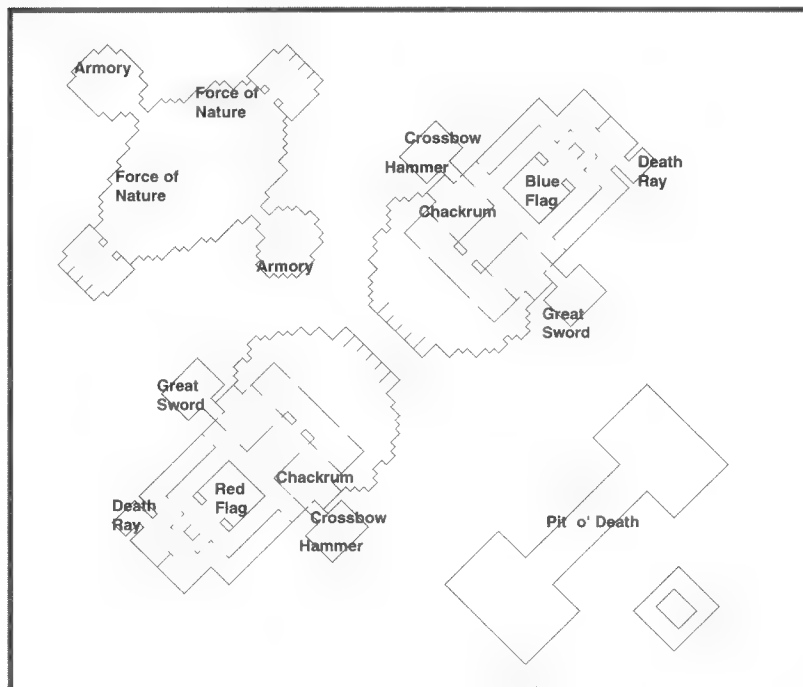




FLAG BALL

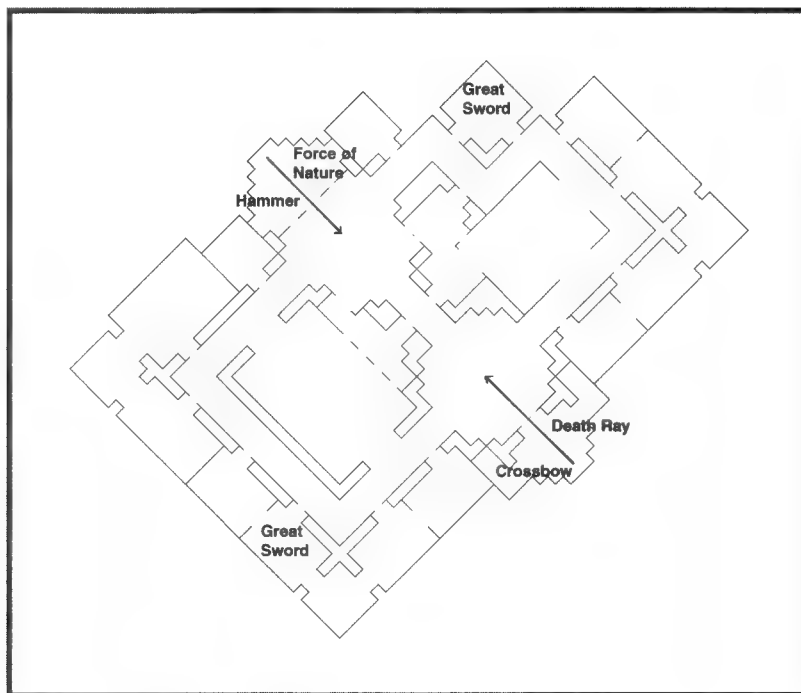


FLAG WAR

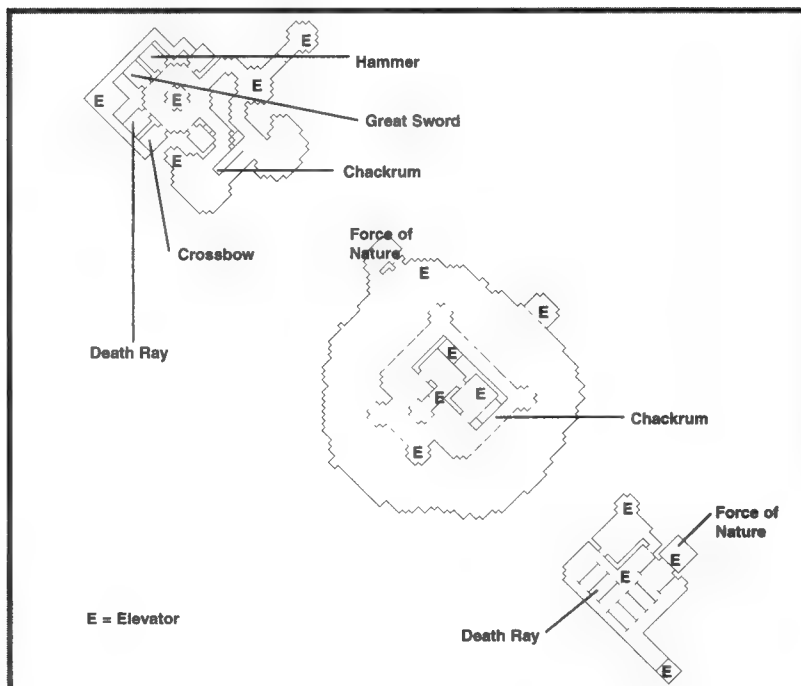


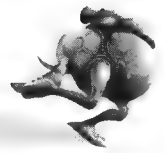


FORT POX

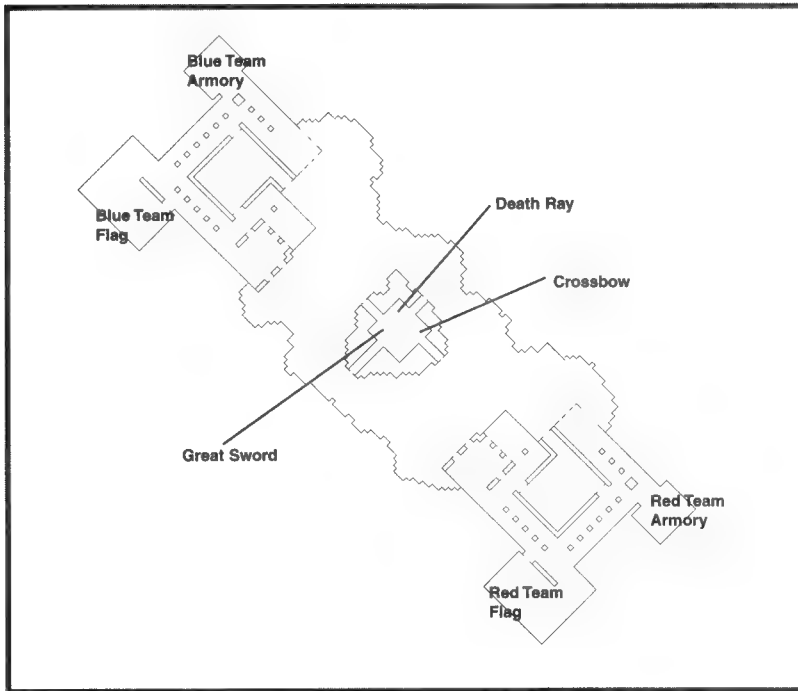


FORTRESS

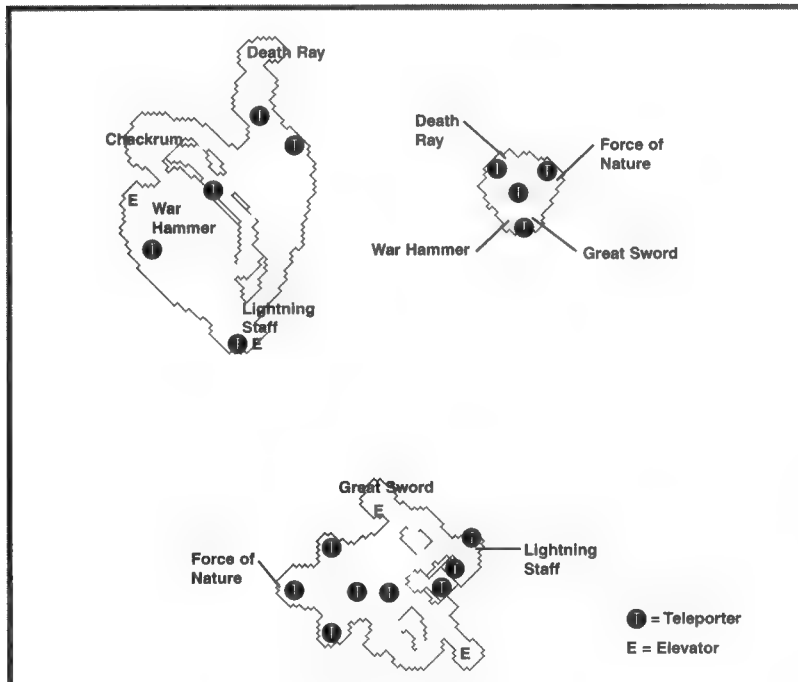




FREEZEOUT

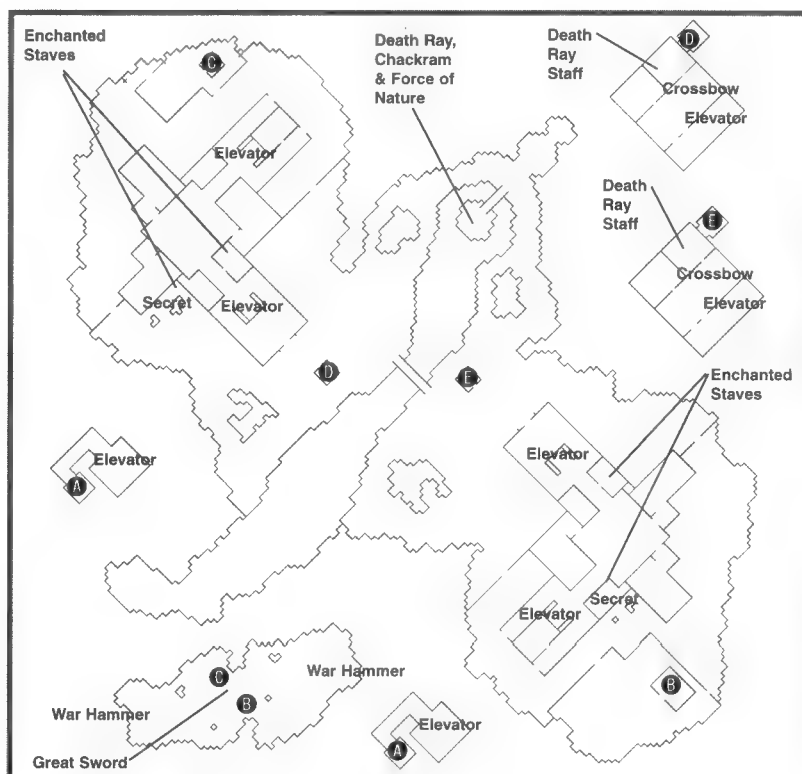


INFERNO



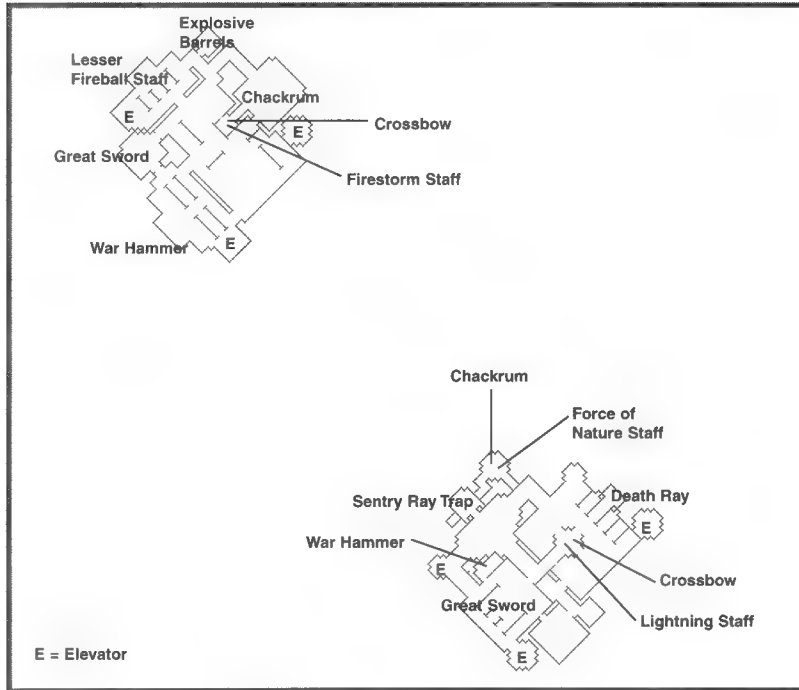


KINGDOMS

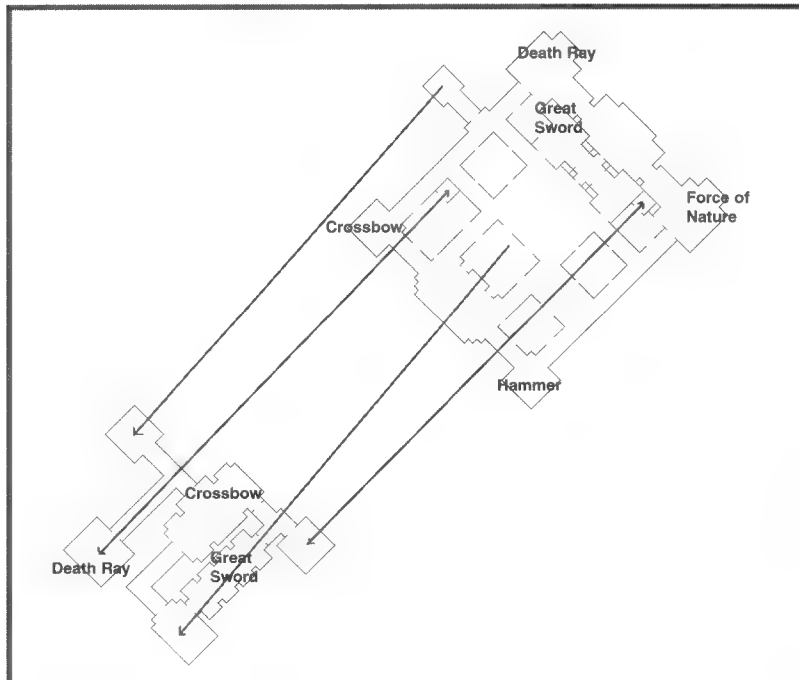




LIBRARY

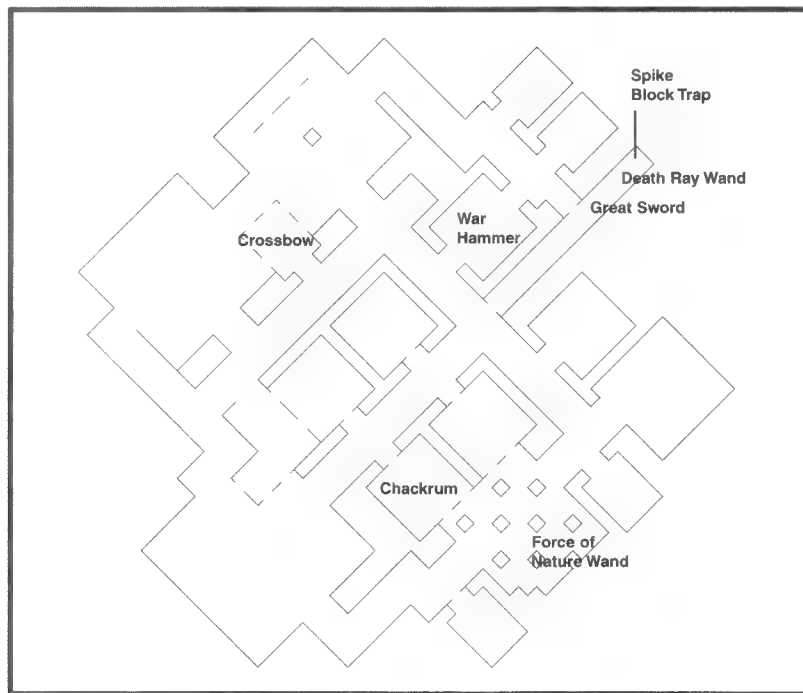


LOST TOMB

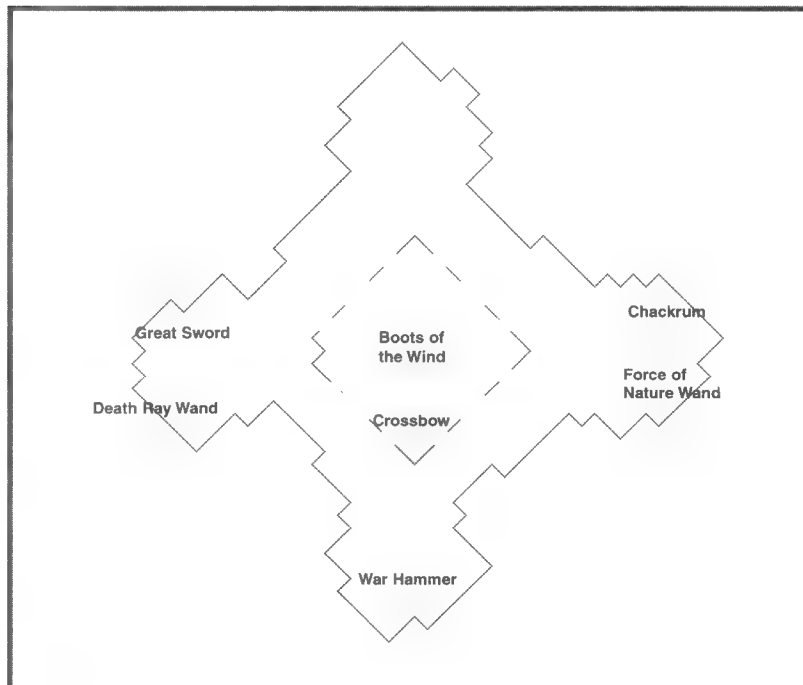




МАПА МІНЕ

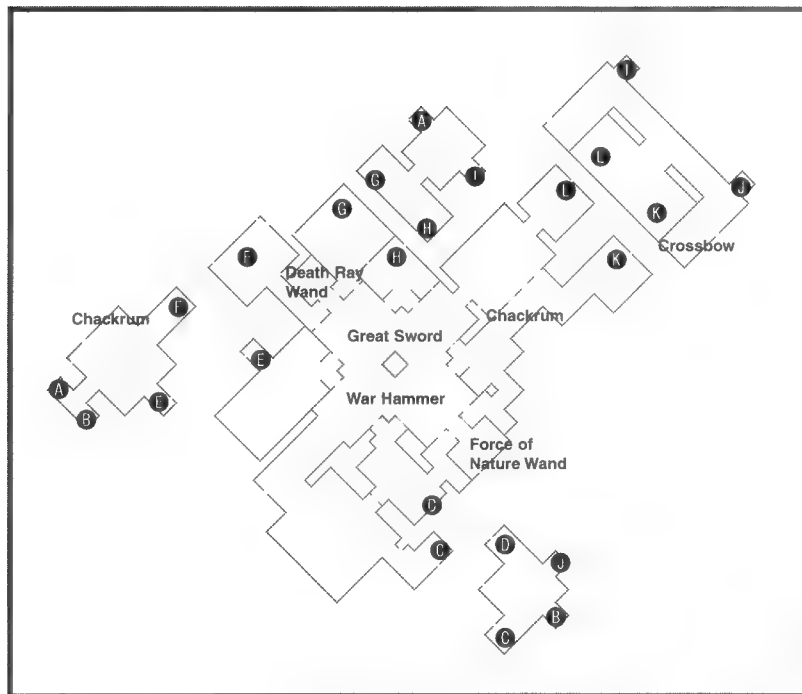


Міні Міне

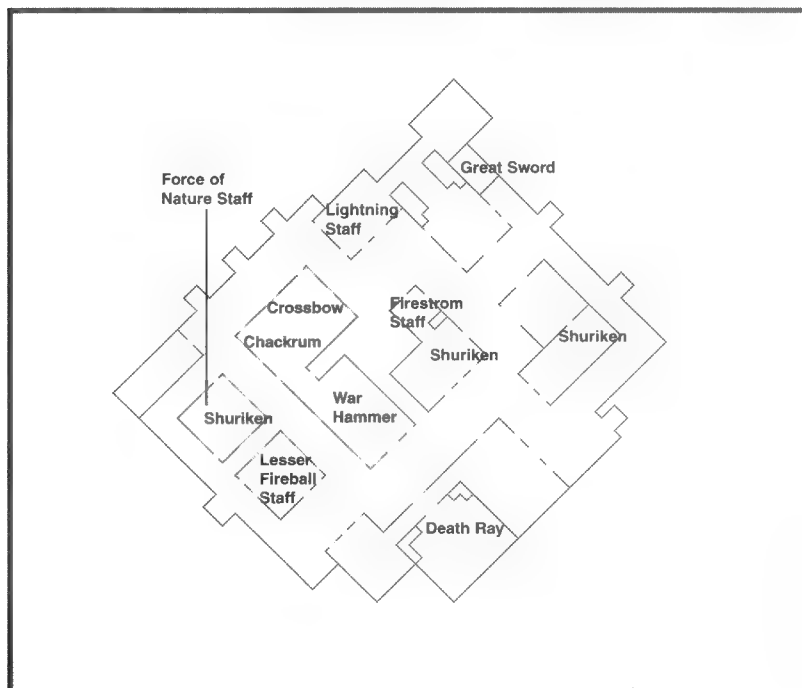




MAPA VAULT



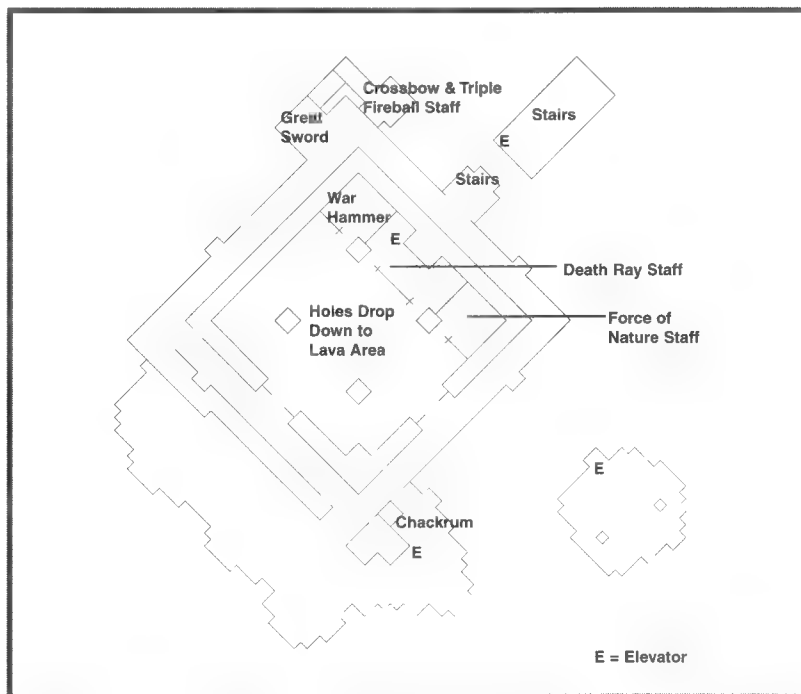
OASIS



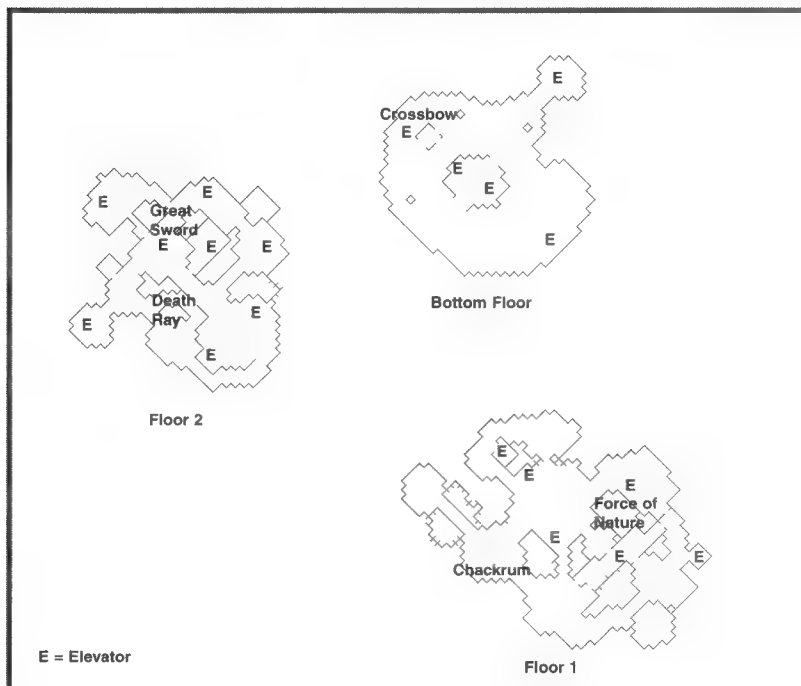


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SPYFORT

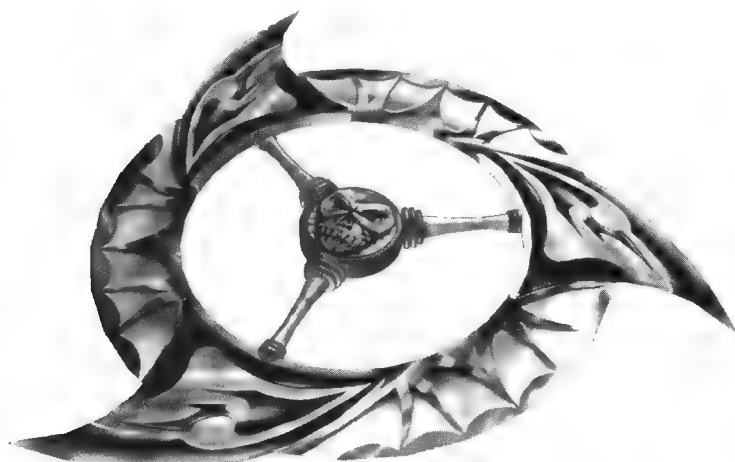
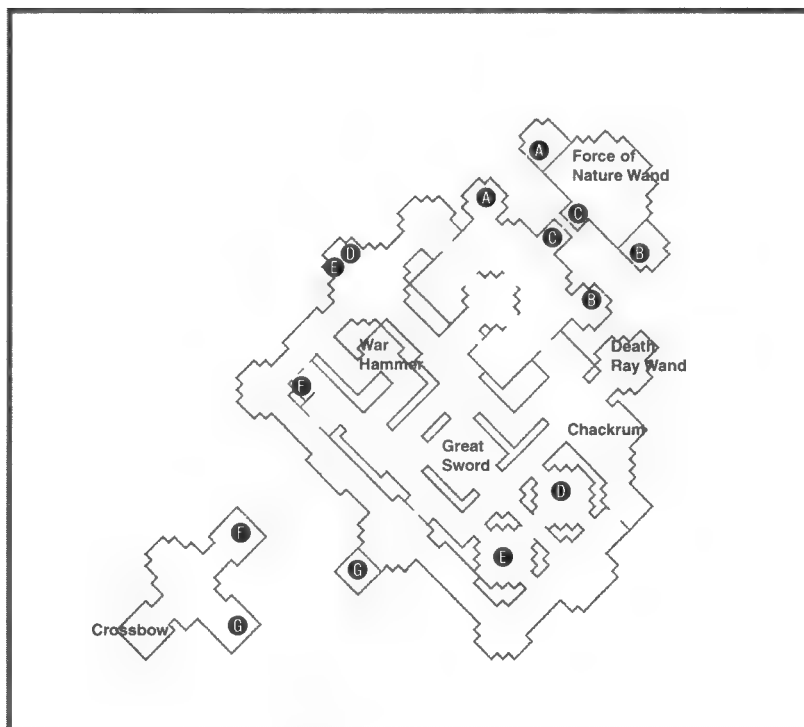


TREEHAUS





†Tri-Level



CHAPTER 45

MULTIPLAYER STRATEGIES

With practice and creativity, you can accomplish tremendously subtle things in multiplayer *Nox*. There is nothing like coming up with a Bomber, or planting that Stone Golem in just the right place.

To get you started, this chapter offers several tips and observations about the games of *Nox* multiplayer and how to play with each character class. Try these tips and use them to come up with your own ideas.

Consult your game manual for more general information on both game types and character classes.

GAME TYPES

ARENA

- ♣ Arena is straight deathmatch—he who gets the most kills wins.
- ♣ The key in Arena is to know your character well and be able to control him without thought.
- ♣ Speed and efficiency are your goals.
- ♣ For spell casters, it is especially important to memorize your Spell Sets.

TEAM ARENA

- ♣ Deathmatch with friends.
- ♣ Your team will be most effective travelling as a group.





- ♣ Try to keep your team as balanced as possible in terms of class. Each class has something to offer the others.
- ♣ Have your magic users cast beneficial spells (i.e. healing, protection, and defensive spells). There's nothing scarier than seeing a gang of Warriors with Force Fields running right at you.

CAPTURE THE FLAG

- ♣ Send a Wizard and a Warrior as a team to get the flag. When the Warrior grabs the flag, the Wizard runs toward home and casts Blink. The Warrior, following on his heels, will run into the Wizard's Blink wake and both will be transported to a random location.
- ♣ Try a Wizard and a Conjurer guarding the flag. At least have a Wizard and a guardian left by the Conjurer.
- ♣ A defending Wizard should try to lock himself and the flag behind a magic wall. Remember: only one wall at a time.
- ♣ Bamboozle your enemy by sending creatures into his base or building magic walls in inconvenient places.
- ♣ Wizards make good flag capturers too: they can Teleport to Target through windows.
- ♣ A very skilled Warrior can Berserker Charge straight across the map if the area is open enough. He'll nab the flag before anyone can react. Remember, however, that you can't Berserker Charge while holding the flag!

ELIMINATION

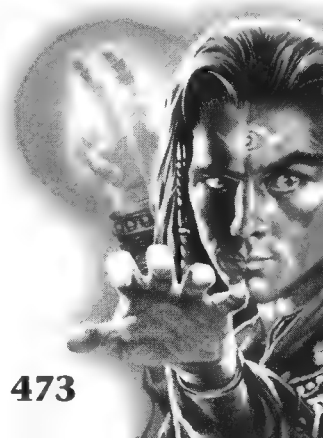
- ♣ Elimination is deathmatch with limited respawns. Once you're out, you're out.
- ♣ This is, by nature, a more conservative, defensive game, but it's a lot of fun as long as no one camps (lurks in the dark, staying out of combat). If you get a camper, boot him or gang up with other participants; camping ruins the Elimination game.

KING OF THE REALM

- ♣ Mobile King of the Hill. How you play depends on what you are.
- ♣ A Warrior should grab the crown and then simply hit folks over the heads with things until time runs out.
- ♣ A Conjurer should get the crown and then summon creatures to defend you.
- ♣ The Wizard should retreat to a room with traps or keep moving constantly.

TEAM KING OF THE REALM

- ♣ Other players protect the King.
- ♣ The team gets big bonus points when the King makes a kill. A more aggressive team will send





the King out to hunt, supported by the rest of the team. Spell casters should unleash every defensive spell they know on the King.

FLAG BALL

- ♣ Just like soccer but with harpoons.
- ♣ Don't just wing it; organize your team with a goalie, forwards, defense, etc.
- ♣ Remember to pass (with the Attack button); no one likes a ball hog.
- ♣ The ball respawns in the center after a goal. Assign someone to run back to center field after a goal is scored.
- ♣ Most fun when played with unarmed Warriors. There are few sights funnier than a Warrior racing toward the goal only to be reeled backwards by a Harpoon.

CHARACTER CLASSES

WARRIOR

- ♣ The Warrior is easiest for beginners.
- ♣ He starts with a long Sword and shield.
 - ♣ Berserker Charge is your main weapon.
 - ♣ You cannot Charge while carrying a flag.
 - ♣ Tread Lightly is useful for walking over traps or for sneaking around in Capture games.



- ♣ War Cry has all the usual uses. Keep in mind that it is the only defense against an Obliteration spell. If you trip a trap, immediately War Cry to defuse the long-charging spell.
- ♣ War Cry leaves you vulnerable. If you do it in front of an experienced Wizard or Conjurer, you will instantly get a Death Ray or Crossbow shot to your chest. Make sure to be aware of who is nearby and make sure your health is near full to minimize the possibility of a Death Ray/Crossbow encounter.
- ♣ Against weak Wizards, Berserker Charge to reduce them to 1 HP and immediately invoke Harpoon for the killing blow.
- ♣ Get the best metal armor you can even though it leaves you vulnerable to Shock Damage.
- ♣ When guarding, note that you can be attacked from the sides, rear, and above (Fist, Meteor). Magic is reflected at its caster and "belongs" to you when blocked.
- ♣ Your two best weapons are the Great Sword and the War Hammer. The Great Sword also acts as a shield. The War Hammer is brutal and does proximity damage, but is very slow and makes you unable to block.
- ♣ You must always have a stock of Shuriken and a Chackrum. Shuriken are the best counterattack to Lightning. Toss a Chackrum into a room (especially small rooms with only one door) when you know someone is inside. The odds are good it will strike flesh eventually.

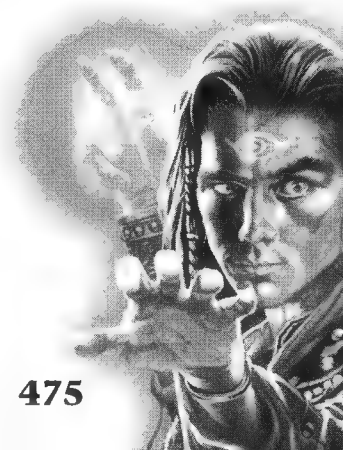


- ♣ You can hide behind objects (i.e. trees, etc.). Other players will not be able to see you, but tracking spells will still find you.

CONJURER

- ♣ For specifics on spells, various creatures, and their strengths in multiplayer, see Chapters 4 and 5.
- ♣ Always summon small creatures in groups. Projectile monsters make great escorts, distracting your enemies while you fire from a distance.
- ♣ Medium beasts can do any job but some are better than others. Good: Ember Demons, Shades, Skeletons, Gargoyles, Ogre Lords, Scorpions, Black Wolves. Bad: Zombies, Beholders.
- ♣ Large beasts make great guards but take a long time to summon (leaving them vulnerable to Counterspell). Good: Carnivorous Plants (around corners), Stone Golems, Will O' Wisp. Mechanical Golems (good but susceptible to Shock Damage). Bad: Mimics.
- ♣ Use your magic on your summoned beasts. Charge them with defensive (i.e. Protections, Infravision) or offensive (i.e. Pixie Swarm, Shock, Vampirism) spells.
- ♣ Fist and Meteor are your basic magical weapons. Fist is more powerful but Meteor is faster.
- ♣ If you're playing a team game, have a Wizard teammate turn your guarding creatures invisible. There's nothing more shocking than a Stone Golem suddenly appearing as it beats you into the ground.

- ♣ When a Warrior misses with a charge or lets loose a War Cry, immediately drop a Fist or fire a Crossbow.
- ♣ Always counter War Cry with a Crossbow shot.
- ♣ Always precede a Crossbow shot with Stun.
- ♣ Keep Vampirism on at all times.
- ♣ Keep Pixie Swarm on at all times—it's the most effective way to prematurely detonate enemy Bombers.
- ♣ Blink constantly.
- ♣ Remember to change direction whenever you come out of your Blink, or a Warrior can Berserker Charge through your wake and get you.
- ♣ The Crossbow takes forever to reload but kills in one shot. You can Blink while it's reloading or switch to another weapon (i.e. a magic staff) to fire an immediate follow-up shot.
- ♣ Put Tag in a Bomber. The first player it hits will appear on your map insert. This is great in Elimination games when you're trying to knock out the last opponent.
- ♣ Force of Nature is a strong attack, but too easily injures you or your teammates.
- ♣ You can only have one of any one spell active at a time. If you try to cast a second one, it will fail. To prevent this from





happening with your Bombers (just in case they detonate simultaneously), never have active Bombers with the same spells.

- ♣ You can “steal” other Conjurers’ creatures by casting Charm. Make sure you have room in your Cage.
- ♣ Pixie Swarm serves as an early warning system—your Pixies will often notice an enemy before you do.
- ♣ Unlike in the solo game, you can damage yourself with your own weapons/spells.
- ♣ Remember that you can run while using a Staff.
- ♣ You can hide behind objects (i.e. trees, etc.). Other players will not be able to see you but tracking spells will still find you.

WIZARD

- ♣ Keep your Force Field on at all times.
- ♣ Blink frequently. Always change direction after a Blink; if a Warrior Berserker Charges into your Blink wake, you can lose him by veering randomly.
- ♣ Never go anywhere without a Wand of Death (a.k.a. Death Ray Staff). When you respawn, head straight to it. The ray does damage only at your cursor point and will not damage anything between you and the target. You can also shoot it through obstacles.

- ♣ Leave a couple of teleport markers near the Death Ray Staff. This way you can pick it up instantly upon your return to the playing field. You can only use a marker three times before you must replace it.
- ♣ When a Warrior rears back to War Cry, fire the Death Ray right down his windpipe. Your aim will have to be precise, but it’ll be a devastating blow if you land it.
- ♣ Cast Drain Mana whenever you are low on magic power. It’s quicker than recharging, keeps working while you cast other spells, and can draw Mana over long distances and through windows. Use Drain Mana to extract Mana from other spell casters (eventually rendering them unable to cast).
- ♣ Expose invisible Wizards with Drain Mana; cast it in an apparently empty room. If you begin to draw Mana from an open space, there’s a Wizard there!
- ♣ Your almost foolproof combination: Lightning immediately followed by Death Ray.
- ♣ Place your traps near other Wizards’ traps to get sympathetic detonations.
- ♣ Do not underestimate the power of Fireball. It does direct and splash damage and pushes victims.
- ♣ Teleport markers are useful on top of or underneath traps. Set a marker near some powder kegs and pack a trap with Teleport and Burn—the victim will be popped next to the kegs, set aflame by Burn, and slaughtered by the

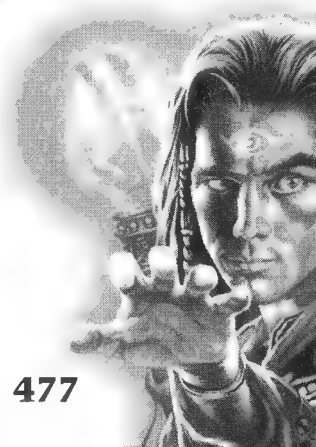
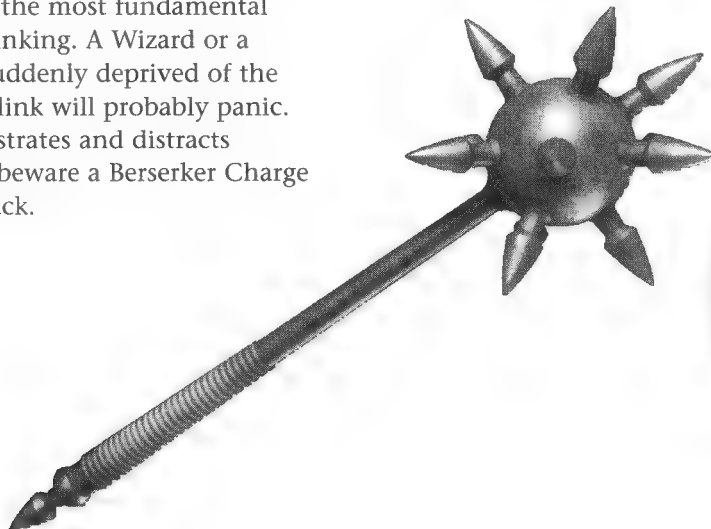




explosion. You may also place markers in lava and load the trap with Teleport and a spell that contain the victim (Slow or Wall).

- ♣ Confuse is effective against Warriors but less so against magic users. Confuse doesn't impede spell casting; they can still control the cursor.
- ♣ Counterspell is great for destroying creatures being summoned, removing incoming spells, killing Pixie Swarms, and breaking up the Force of Nature.
- ♣ Teleport to Target allows you to go anywhere you can see. Use it to travel through windows.
- ♣ Keep a Haste spell on at most times to compensate for the Wizard's slow-footedness.
- ♣ Use your Invisibility frequently, especially when Blinking or Teleporting. Remember to cast Invisibility last because any subsequent hostile spells will deactivate it.
- ♣ Anchor and Fumble are great surprise weapons. Against magic users, Anchor takes away the most fundamental defense: Blinking. A Wizard or a Conjurer suddenly deprived of the ability to Blink will probably panic. Fumble frustrates and distracts Warriors—beware a Berserker Charge counterattack.

- ♣ Telekinesis is a great harassment spell. Plus, if you've been stunned, you can push your body around like any other object and possibly escape.
- ♣ Invulnerability expires when you grab an opponent's flag.
- ♣ Reflective Shield will leave you vulnerable to attacks from behind, the sides, and above.
- ♣ Run makes its victims run and effectively prevents them from attacking. Use it when an enemy is near lava.
- ♣ Unlike in the solo game, you can damage yourself with your own weapons/spells.
- ♣ Remember that you can run while using a Staff.
- ♣ You can hide behind objects (i.e. trees, etc.). Other players will not be able to see you but tracking spells will still find you.
- ♣ Place traps inside doors. Walls are partially transparent but doors are not.



CHAPTER 46

SPELL SETS

The difference between a successful spell caster and a pathetic pile of ash on the ground is the ability to quickly and effectively access and cast spells, traps, and Bombers. If you have to stop and think where your Blink spell is, you've already been Berserker Charged into the middle of next week.

Note: for each Spell Set, we've included the prefix that automatically takes you to the correct Spell Set. For example, to go to the first spell in Set 2, press **[R]**, **[R]** and then **[A]**. Likewise, the third spell in Set 4 would be **[R]**, **[W]**, **[W]** and then **[D]**. Memorize spells with the prefixes and this skill will come easy.

We went straight to the source: *Nox* creator Michael Booth. He let us in on his personal Spell, trap, and Bomber Sets for both the Wizard and the Conjurer. Don't think, however, that having his Sets will give you an advantage if you ever meet him online: he's kept some secrets to himself.



WIZARD

I always try to have a Death Ray Staff in hand, which I use in conjunction with these Spell Sets. Staves are very useful if you get War Cried—the Staff still works!

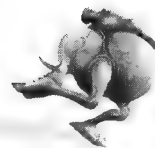
SET 1 (PREFIX: **[R]**)

- [A]**: Blink
- [S]**: Lightning
- [D]**: Teleport to Target
- [F]**: Fireball
- [G]**: Counterspell

This is my “primary battle” Set. Blink lets me escape when I get into trouble—very important.

SET 2 (PREFIX: **[R]**, **[R]**)

- [A]**: Force Field
- [S]**: Lesser Heal
- [D]**: Drain Mana



[F]: Invisibility

[G]: Haste

This is my “power up” Set. All of these spells juice my character up for battle, or heal him after he’s been hurt.

SET 3 (PREFIX: [R], [R], [R])

[A]: Earthquake

[S]: Missiles of Magic

[D]: Ring of Fire

I use sets 1, 2, 4 and 5 routinely. Set 3 is my “sidebar” and contains spells I may want to swap out or use in other traps. I don’t use set 3 much during fights.

SET 4 (PREFIX: [R], [W], [W])

[A]: Mark Location 1

[S]: Mark Location 2

[D]: Mark Location 3

[F]: Mark Location 4

[G]: Wall

Marking locations and Teleporting to them later is a very powerful and uniquely Wizardly tactic. I use this set to store my four marker spells.

SET 5 (PREFIX: [R], [W])

[A]: Teleport to Marker 1

[S]: Teleport to Marker 2

[D]: Teleport to Marker 3

[F]: Teleport to Marker 4

[G]: Anchor or Fumble

This set allows me to jump to any of my four markers quickly by pressing [R], [W] and then the spell. Very useful for quickly jumping around the map and getting to important resources like Staves and Mana obelisks.

TRAP SET 1

♣ Obliteration

♣ Slow

♣ Anchor

This is a nasty little trap, unless the victim knows the antidote. Obliteration deals massive damage to everyone in the area, and Slow and Anchor makes sure they can’t easily escape.

TRAP SET 2

♣ Fireball

Cheap to cast, and very powerful. Make sure you aim this trap at a nearby wall so the splash damage gets the enemy. It’s also useful to put down more than one in close proximity.

TRAP SET 3

♣ Fumble

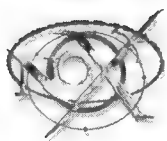
♣ Blink

A very interesting trap for Capture the Flag games. Protect your flag and fortress with these handy traps. Make sure Fumble comes before Blink; this causes victims to drop their weapons and be teleported away!

CONJURER

As a Conjurer, I like to have a Crossbow handy and summon four Urchins to follow me around. Urchins may be small, but the rocks they throw are dangerous!





SET 1 (PREFIX: **R**)

- A**: Blink
- S**: Meteor
- D**: Stun
- F**: Pixie Swarm
- G**: Inversion

Just like in the Wizard Sets, this is my "primary battle" Set. Blink lets me escape when I get into trouble—very important.

SET 2 (PREFIX: **R**, **R**)

- A**: Infravision
- S**: Greater Heal
- D**: Cure Poison
- F**: Force of Nature
- G**: Vampirism

Consistent with my Wizard Set, this set is my "juice up" Set.

SET 3 (PREFIX: **R**, **R**, **R**)

Again, Set 3 is my "sidebar." I toss extra spells here that I might swap with other spells during gameplay.

SET 4 (PREFIX: **R**, **W**, **W**)

- A**: Summon Ghost

S: Summon Stone Golem

D: Summon Ember Demon

F: Summon Skeleton

G: Summon Mechanical Golem

SET 5 (PREFIX: **R**, **W**)

- A**: Summon Will O' Wisp
- S**: Summon Spitting Spider
- D**: Summon Imp
- F**: Summon Urchin
- G**: Summon Gargoyle

Sets 4 and 5 contain creatures I like to summon.

BOMBER SET 1

- ♣ Meteor
- ♣ Toxic Cloud
- ♣ Stun

A nasty trick that immobilizes the enemy, hits them with a Meteor, and poisons them. The best feature of this trap is that it is a Wizard killer. The Meteor knocks out the Wizard's Force Field, and the poison from the Toxic Cloud eats that last hit point, even if he gets out of the cloud!

BOMBER SET 2

- ♣ Stun
- ♣ Fist of Vengeance

Squish! Enough said.

BOMBER SET 3

- ♣ Tag

This is handy for finding that last guy in an Elimination game. Send your Bomber out hunting. When he finds enemies, they will show up on your map. Very useful.



CHAPTER 47

BASE PRICES

To determine an items full cost, add its Base Price to the cost of its Effectiveness/Quality, Material, and Enchantments.

For example, a Grand Diamond War Hammer of Inferno and the Scorpion's Bane would cost:

- ♣ 3,000 for the weapon itself
- ♣ 750 for the Effectiveness (Grand)
- ♣ 3,200 for the Material (Diamond)
- ♣ 1,200 for the Primary Enchantment (Inferno)
- ♣ 600 for the Secondary Enhancement (Scorpion's Bane)

For a grand total of 8,750 gold pieces.

Item Base Prices

<i>Item</i>	<i>Buy</i>	<i>Sell</i>
Battle Axe	1,500	500
Bow	500	166
Chackrum	2,000	666
Chain Coif	1,000	333
Chain Leggings	1,000	333
Chain Tunic	2,000	666
Conjurer Helm	1,000	333
Crossbow	1,000	333
Fireball Staff	1,000	333
Great Sword	7,000	2,333
Kite Shield	1,000	333
Leather Armored Boots	200	66
Leather Arms	50	16



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Item Base Prices (*continued*)

<i>Item</i>	<i>Buy</i>	<i>Sell</i>
Leather Boots	75	25
Leather Helm	100	33
Leather Leggings	100	33
Leather Tunic	200	66
Lightning Staff	1,500	500
Long Sword	750	250
Mace	500	166
Medieval Cloak	50	16
Medieval Pants	15	5
Medieval Shirt	15	5
Ogre Axe	100	33
Ornate Helm	5,000	1,666
Plate Arms	3,000	1,000
Plate Boots	3,000	1,000
Plate Breast	4,000	1,333
Plate Helm	3,000	1,000
Plate Leggings	3,000	1,000
Quiver	100	33
Round Shield	150	50
Shuriken	100	33
Staff	200	66
Street Pants	150	50
Street Shirt	150	50
Street Sneakers	300	100
Sulphurous Shower Flare Staff	500	166
Sulphurous Flare Staff	1,000	333
Sword	200	66
Triple Fireball Staff	2,000	666

**Item Base Prices (continued)**

<i>Item</i>	<i>Buy</i>	<i>Sell</i>
War Hammer	3,000	1,000
Wizard Helm	500	166
Wizard Robe	200	66

Weapon Effectiveness

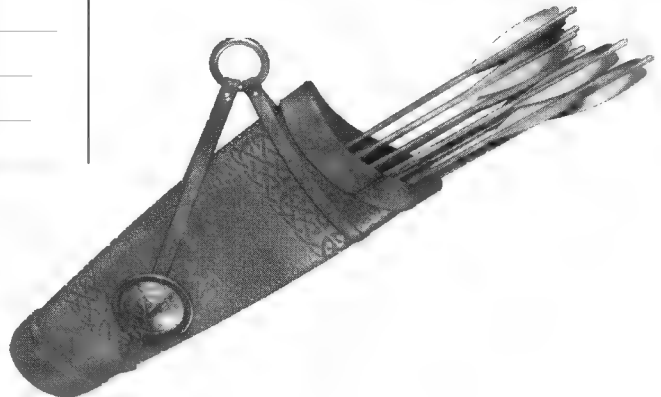
<i>Effectiveness</i>	<i>Cost</i>
Flimsy	0
Sturdy	250
Mighty	500
Grand	750
Titan	1,000
Divine	1,500

Armor Quality

<i>Quality</i>	<i>Cost</i>
Flimsy	0
Sturdy	200
Mighty	400
Grand	600
Titan	800
Divine	1,000

Material

<i>Material</i>	<i>Cost</i>
Copper	0
Iron	100
Bronze	200
Silver	400
Gold	800
Titianium	1,600
Diamond	3,200

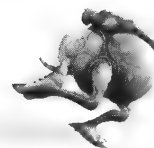


**Armor Enchantments**

<i>Name</i>	<i>Cost</i>	<i>Notes</i>
Anti-Electrocution	600	—
Anti-Shock	450	—
Anti-Spark	150	—
Anti-Zap	300	—
Cure Wounds	200	—
Dragon's Claw	300	—
Dragon's Heart	600	—
Dragon's Hide	450	—
Dragon's Scale	150	—
Greater Healing	600	—
Haste	300	—
Healing	400	—
Leaping	900	—
Polyp's Bane	450	—
Regeneration	800	—
Running	600	—
Scorpion's Bane	600	—
Spider's Bane	300	—
Wasp's Bane	150	—
Wind	1,200	—

Weapon Enchantments

<i>Name</i>	<i>Cost</i>	<i>Notes</i>
Bewilderment	200	—
Charging Bolt	1,000	Bows only
Collision	300	—
Concussion	1,200	—
Confusion	800	—

**Weapon Enchantments (continued)**

<i>Name</i>	<i>Cost</i>	<i>Notes</i>
Dazing	400	—
Electrocution	1,200	—
Embers	300	—
Fast Bolt	500	Bows only
Fire	900	—
Flame	600	—
Force	600	—
Greater Mana Drain	600	—
Immobility	750	—
Impact	900	—
Inferno	1,200	—
Leech	750	—
Lesser Mana Drain	200	—
Mana Drain	400	—
Mana Vampire	800	—
Mosquito	250	—
Numbness	250	—
Paralysis	1,000	—
Polyp	750	—
Quickening	800	Bow & Staves Only
Reaction	600	Bow & Staves Only
Readiness	200	Bow & Staves Only
Recharge	5000	Staves only
Replenishment	10,000	Staves only
Scorpion	1,000	—
Shock	900	—
Spark	300	—
Speeding Bolt	750	Bows only
Spider	500	—



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Weapon Enchantments (*continued*)

<i>Name</i>	<i>Cost</i>	<i>Notes</i>
Stunning	500	—
Stupor	600	—
Swift Bolt	250	Bows only
Swiftness	400	Bow & Staves Only
Tick	500	—
Vampire	1,000	—
Wasp	250	—
Zap	600	—

Spells

<i>Name</i>	<i>Cost</i>
Anchor	300
Blink	3,000
Burn	500
Channel Life	1,000
Charm	3,000
Cleansing Flame	1,000
Cleansing Mana Flame	1,000
Confuse	300
Counterspell	500
Cure Poison	300
Death Ray	5,000
Detonate Glyphs	1,000
Dispell Undead	3,000
Drain Mana	700
Earthquake	2,000
Energy Bolt	2,000

Spells (*continued*)

<i>Name</i>	<i>Cost</i>
Fear	500
Fireball	2,000
Fist of Vengeance	2,000
Force Field	700
Force Of Nature	5,000
Fumble	500
Glyph	1,000
Greater Heal	2,000
Haste	700
Infravision	700
Inversion	700
Invisibility	1,000
Invulnerability	3,000
Lesser Heal	1,000
Light	200
Lightning	2,000

**Spells (continued)**

<i>Name</i>	<i>Cost</i>
Lock	1,000
Magic Missile	3,000
Mark 1	700
Mark 2	1,000
Mark 3	2,000
Mark 4	3,000
Mark Location	700
Meteor	3,000
Moonglow	200
Obliteration	2,000
Pixie Swarm	2,000
Poison	200
Protect From Electricity	500
Protect From Fire	500
Protect From Poison	400
Pull	300
Push	300
Reflective Shield	700

Spells (continued)

<i>Name</i>	<i>Cost</i>
Run	500
Shock	1,000
Slow	500
Stun	1,000
Summon Creature	5,000
Swap	1,000
Tag	1,000
Telekinesis	3,000
Teleport to Mark 1	1,000
Teleport to Mark 2	1,000
Teleport to Mark 3	1,000
Teleport to Mark 4	1,000
Teleport to Mark	500
Teleport to Target	5,000
Toxic Cloud	1,000
Trigger Trap	700
Vampirism	1,000
Wall	2,000



CHAPTER 48

CONSOLE COMMANDS

Console Commands

<i>Command</i>	<i>Syntax</i>	<i>Description</i>
allow	allow (user/ip)	Allow on this server.
audtest	audtest set (variable)	Set a server toggle variable.
ban	ban (user)	If this user is currently in the game, kick them off the server and disallow them from joining again. Otherwise, disallow anyone with this name from joining the game.
bind	bind F(1-12) command	Bind a function key to a command.
broadcast	broadcast (message)	Broadcast message to all users.
clear	clear	Clears the console.
execrul	execrul (function)	Execute a Nox RUL file.
exit	exit	Exit the game to Main Menu.
gamma	gamma ([+/-]size)	Sets gamma correct factor (1-10). (Either absolute or relative percentage.)
help	help (command)	Get help on a command.
image	image	Save a screen capture to disk.
kick	kick (user)	Kick this user off the server.
list	list (maps/spells/armor/weapons/staffs/users)	Display a list of any of these items.
lock	lock password	Lock the console using a password.



Console Commands (continued)

Command	Syntax	Description
macros	macros (on/off)	Set the macro execution state.
menu	menu (vidopt/options)	Activate specified menu.
mute	mute (player)	Mute a player.
quit	quit	Leave this server or shut down this server.
say	say string	Print a string to all players.
set	set (variable)	Set a server toggle variable.
show	show (game/motd)	Show info on an item.
telnet	Telnet (ON [port]/OFF)	Turn the telnet server on and off.
unset	UnSet (variable)	Unset a server toggle variable.
unmute	unmute (player)	Unmute a player.
unbind	unbind F(1-12)	Unbind a function key.
unlock	unlock	Unlock the console.
watch	watch (user)	Watch a player if in observer mode.
window	window ([+/-]size)	Sets game window size. (Either absolute or relative percentage.)
?	help (command)	Get help on a command.

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


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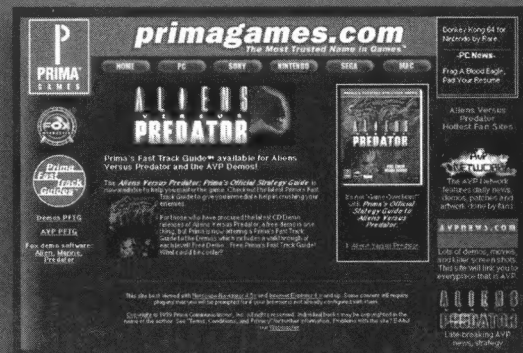
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